

Town Crier



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LUSTRIAN EXPLORERS FOUND MASSACRED BY EVIL DARK ELVES

There are reports that many of the expeditions that we have sent from our glorious Empire to the gold rich lands of Lustria, across the sea, have been massacred by unseen enemies. Many among the wise believe that upon hearing the gibbering words of the few survivors that this be the work of those strange and sinister Elves who covet this land. Men are outraged by the many fell acts of depravity that have been witnessed: ritual sacrifice, brave men found sliced open with their entrails formed into most gruesome patterns and wanton acts of torture.

When approached, Elven dignitaries and traders explained that this was the work of the 'Druchii' Dark Elves in our tongue, their evil kin. We urge all to slay these fiends without mercy lest more suffer this wicked fate.



A horrific fiend has been seen stalking the ruined streets of the Cursed City by night. Thought to be in league with the dreaded Shadow Lord this creature is said to resemble a large man but is bereft of a head. This thrice-cursed Headless heathen has been the bane of many a brave adventurer. Fools be warned...

Let there be much merriment and congratulation for young Johannes Von Bleistift who has just inherited the old Bluttraum manor on the edge of the former merchant district of Mordheim. May he be as fortunate and contented as the former owner, his uncle Rutger Von Bleistift.

Here
Within



Murder and torture in the far away land of Lustria - is this the work of the evil Dark Elves?

A study of the cursed ruins by architects of much renown.

A hideous, headless fiend has been seen stalking the night taking heads for his own evil ends.

Much needed advice from Mercenary captains of great repute.

Dark Elf Ambush!



Evil Druchii ambush a Tilean warband intent on plundering a Lustrian temple. Find out more about Dark Elves and how to model Lustrian terrain in *Lustria – Cities of Gold* on pages 12-27.



The Editor Speaks

Well met my fiendish minions, I do trust that ye have been well rewarded in wyrdstone for your cunning and bravery. And what tidings do we have for you here at the esteemed Town Cryer? Dark news, my friends, for those courageous explorers that we dispatched to the golden shores of Lustria in search of knowledge and riches have succumb to most painful, horrid ends. We bring you fell news of new competition in the land of gold, Druchii... Yes my brethren foul Dark Elves, that most sinister and cruel of races, are to be encountered beneath the leafy canopy of the Lustrian jungle – so beware.

There are more tales from the fabled land of gold across the sea and a host of sell-blades and hired swords are touting their wares and abilities to those brave enough and insane enough to seek passage there. Grim

rumour has emerged from the ruins of the once opulent Bluttraum Manor and the renowned duelist Donato Ranzato has been sent forth to investigate a possible encroachment of the lords of undeath.

As if to challenge the supposed ascendancy of darkness in this cursed city there's a newcomer in town and although he wields a scythe he is not here to reap the souls of the living. For tis a Priest of Morr, resolute servant of the God of Death, come to oust the spirits of evil and bring eternal rest to the dark forces of undeath.

And finally, those three veterans of wyrdstone hunting; Space McQuirk, Donato Ranzato and his dark majesty Tuomas Pirinen have many wise words to offer the youngbloods out there in a mammoth errata and Q & A session – let's hope their advice does not go unheeded and some of you young'uns will live to see yet another dawn.

Steve

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While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

1. What do we need?

- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.
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- If possible, supply articles on disc. We can read most formats, so just send in your article on disc as this will save a lot of time. Also, if you're on the Internet, why not e-mail your article to us.
- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

2. What we're looking for and what we're not!

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- Do send ideas for collecting, modelling, converting and painting Citadel miniatures.
- Do send tips and tactics based on an army and a games system that you are familiar with.
- Do send reviews or details of how to set up and run a tournament/convention.
- Don't send new rules & army lists. While we will be publishing rules and army lists, these will always be commissioned works. By all means send in such material as an example of what you can do, but bear in mind that we will not publish it.

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Rivers Of Blood

This article was originally published in WD159 as an Advanced Heroquest adventure and was written by Carl Sargent, has been modified for WHQ by Paul Smith. I have converted it and changed some parts to use in my 'MordheimQuest' (bad name I know) type scenario. I hope you enjoy it.

Introduction

Following the death of his estranged uncle, Count Rutger, Johannes Von Bleistift has inherited his uncle's title and the family seat, Bluttraum Manor, an ancient, rambling building on the edge of the former Merchant district in Mordheim. Since the old count's burial in the vaults deep beneath the manor, his nephew has been having troubled nightmares. In the early hours of the morning horrid sounds and noises

echo through the rooms of the house... Desperate to put an end to his nightmare, Johannes has employed a warband of adventurers to investigate the cellars beneath the house. Unknown to him there is another warband searching the Manor for Uncle Rutger's legendary treasure.

Unbeknown to either of the warbands the old Count is not infact dead but an evil Vampire and the ramshackle manor is his lair.

[READ TO COUNT'S WARBAND PLAYER]

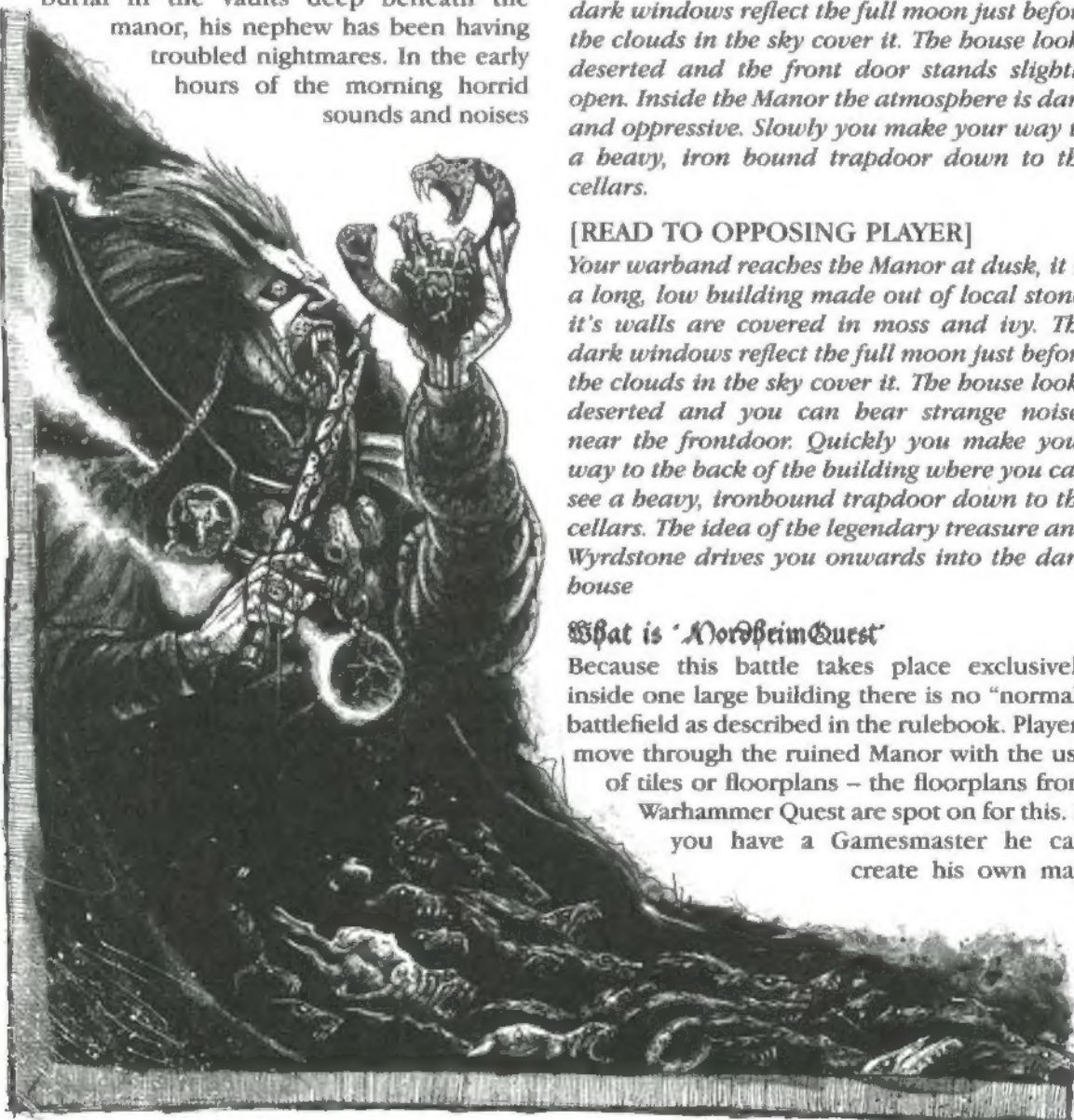
Your warband reaches the Manor at dusk, it is a long, low building made out of local stone, it's walls are covered in moss and ivy. The dark windows reflect the full moon just before the clouds in the sky cover it. The house looks deserted and the front door stands slightly open. Inside the Manor the atmosphere is dark and oppressive. Slowly you make your way to a heavy, iron bound trapdoor down to the cellars.

[READ TO OPPOSING PLAYER]

Your warband reaches the Manor at dusk, it is a long, low building made out of local stone, it's walls are covered in moss and ivy. The dark windows reflect the full moon just before the clouds in the sky cover it. The house looks deserted and you can hear strange noises near the frontdoor. Quickly you make your way to the back of the building where you can see a heavy, ironbound trapdoor down to the cellars. The idea of the legendary treasure and Wyrdstone drives you onwards into the dark house

What is 'MordheimQuest'

Because this battle takes place exclusively inside one large building there is no "normal" battlefield as described in the rulebook. Players move through the ruined Manor with the use of tiles or floorplans – the floorplans from Warhammer Quest are spot on for this. If you have a Gamesmaster he can create his own map



Adapted by Donato Ranzato from an Advanced Heroquest adventure that first appeared way back in WD159 which was written by Carl Sargeant.

of the Manor (or use my catacombs below) and should place each new tile as it is discovered by members of each warband. If you don't have a Gamesmaster then use the Random Dungeontile Generator from Warhammer Quest or the rules below. It is also possible to include my *Catacombs Below* rules for some eerie random occurrences and objective rooms.



Tile Generator by Steve (Grafix)

These rules can be used in any MordheimQuest scenarios. Each player starts with a small room at one corner of the table. From here they will build the dungeon/manor as they go, unless a scenario states otherwise. A large room is placed in the centre as the objective, unless stated otherwise in the scenario. Each player (this is great for multiplayer games) starts each turn by rolling to see which type of tile is placed on the board and then rolls a d6 to find out where to place it. When adding a tile it must:

1. Be placed next to a tile edge that is not connected to any other tile.
2. Connect to the tile the player most recently placed.
3. Not go off the table.

Roll a d6 to determine onto which edge of the last tile the new tile is placed (ie: the last tile you placed was a hall. Select each side to be a different value: 1-2 left side, 3-4 right side, 5-6 immediately ahead. After you roll for the edge place the tile connecting to that edge.)

You may interconnect to other previously placed halls, rooms, etc. should the path of tiles take you into contact with them.

Roll 2d6 to find out what type of tile you may place on the board.

2-6 Large Room (Objective Room)

7-8 T-junction

9-11 Small room

12 Your choice

Starting the Game

Both players roll one dice, the highest scoring player deploys his warband first on his starting tile (A) and has the first turn. The other player then deploys his warband on his starting tile (K).

Special Rules

In this scenario, both warbands must attempt to find the Vampire, Count Rutgar, and slay him, then afterwards get away with the treasure. Therefore, neither warband will rout during the battle, no matter how many warriors they lose. If and when the warbands meet and fight with each other (of course they can choose to work together provided they do not hate each other), they may use the Voluntarily Rout rules. Only, instead of automatically losing the game, the routing warband will reform in a previously visited room (chosen by that player and it must be on the same level).





Once both warbands have entered the dark brooding Manor catacombs they are trapped as the minions of the count close the entrance behind them. Oh and because they are locked in there is NO fleeing nor routing, so no warband can rout voluntarily nor do they have to make a rout test at 25% OOA. They either kill the count, or die trying. Cruel I know, but it forces them to

find his hidden lair and it raises the tension. Needless to say, this scenario is suggested for fairly experienced warbands.

All the of the monsters/encounters use their normal characteristics from the Mordheim rulebook, unless otherwise noted.

Catacombs - Upper Level

Location A: The Young Count's entrance.

When the last warband advances beyond the first two squares of the passage the trapdoor slams shut. There is nothing that anyone can do to open it from here as it has been blocked. A disembodied, evil laugh can be heard floating down the corridor.

Location B: The coal hole

This room was once used for storing coal and timber. Because of the dust from the coal all missile attacks are at -2 to hit 'cause you cant see very much. There are 4 zombies in this room and they have no treasure for the warband to find. As the warband exits this room they will be charged by a group of 4 Ghouls and these too have no treasure.

Location C: Trapped dead end.

If anyone steps into the two end squares they will be hit once with Strength 4 damage by a fireball.

Location D: Storage chamber

This room has a trapped door which is also locked. A hero may try to pick it, or bash it in. If a hero attacks it has a toughness of 5 and 6

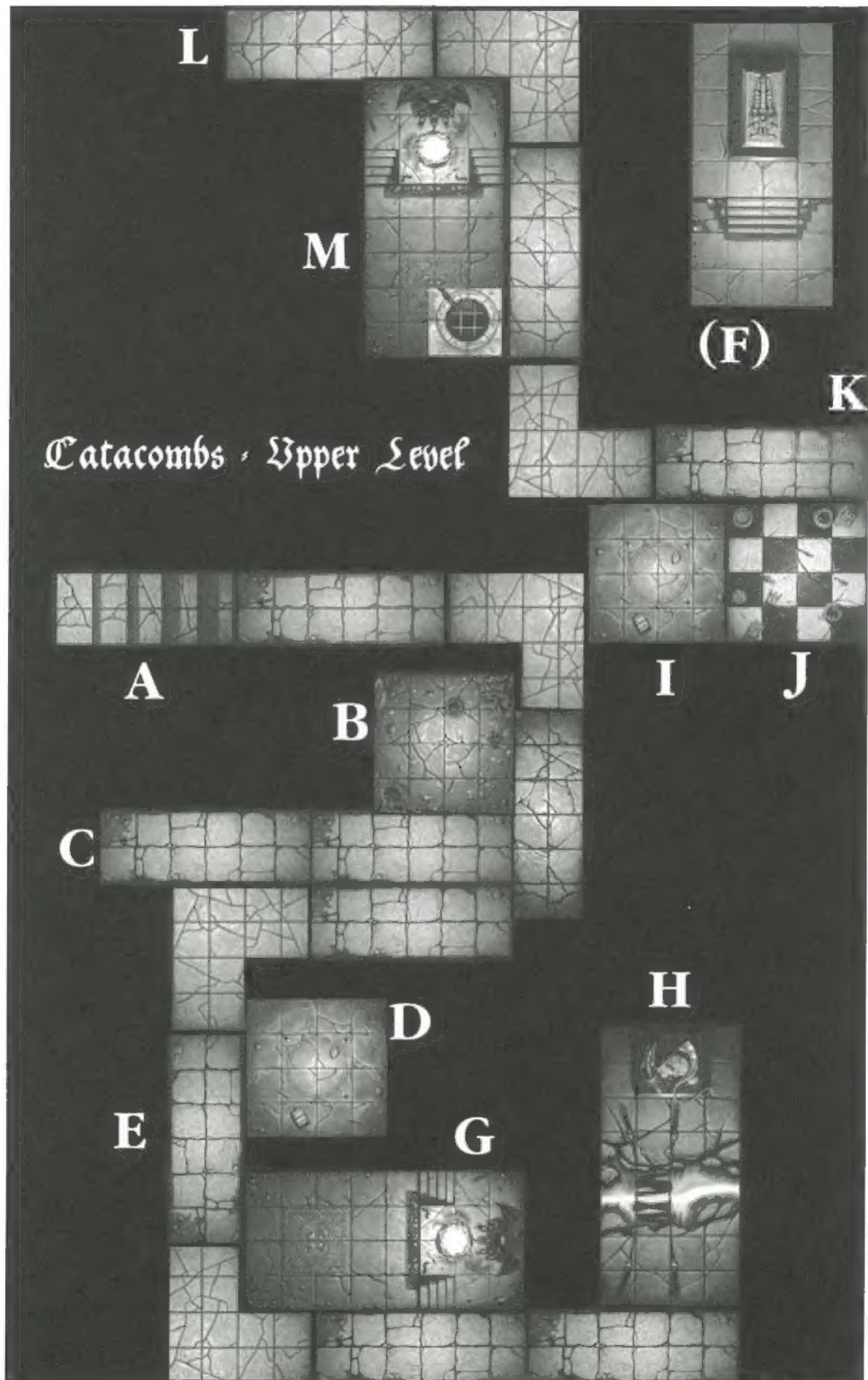
wounds. If the door is opened without it being destroyed it will swing back in the face of whoever goes through it first causing a Strength 3 hit.

There are 5 zombies in here. When the monsters are all dead the players may search through all the junk. One random hero will be attacked by a giant rat. Once the rat is dead the players will find a Rope and Hook and 2 Wooden Stakes (double Strength against Vampires).

Location E: Swivelling passage

As soon as this passage has two models standing on it, it will drop those into into location F and then seal itself back up. It will not do it a second time. If the warband is split up by this trap they will have to find each other again. Luckily there are fire brands along this section of wall for the remaining members of the party to take.





Location F: Mummy's tomb

The models that have fallen through the trap will take 2D3 S3 hits from the impact with the floor. This room houses one Mummy and 3 ghouls. There is a passageway that will lead the players back up to Location L in the corner. There is treasure in the tomb, unfortunately the player that opens the tomb releases some spores and is at -1 T for the rest of the battle.

	M	WS	BS	S	T	W	I	A	LD
Mummy	3	3	1	4	5	2	2	2	10

Location G: Tombs of the servants.

This room contains 4 Dregs with clubs. Once they are destroyed you will find a Lucky Charm and a silver skeleton key.

Location H: The death crypt

The door to this room is locked and may only be opened with the skeleton key. Inside the tomb are two heavy, black coffins covered in glowing runes. They are obviously magical. When one coffin is opened the other opens automatically and two Vampire Thralls charge the warband. As long as the Vampires remain within 1 square of the coffins they are treated as having the Regeneration skill (see the Troll description in the Orc and Goblin warband list). There is a Map of Mordheim and a Lantern in the coffins.

	M	WS	BS	S	T	W	I	A	Ld
Vampire Thrall	5	3	3	3	4	2	5	2	7

Location I: Sven Wilderich

The door to this room is hidden from corridor A. Within the room you see a Necromancer standing inside a magic circle holding a rather menacing looking sword. The circle protects Sven (the Necromancer) from magical and missile attacks. Once Sven is killed the warband will find a Holy Tome and Garlic. These are assumed to have been carried by Sven, but as he was an evil Necromancer he was unable to utilise them.

Location J: Shrine of Morr

This room has a feeling of security about it. Something tells you that you can safely rest here to heal without being disturbed by anything. If the room is searched the warband will find 2 vials of Blessed Water and a 2 batches of Healing Herbs. A note is also found with the vials.

"To whom may come after,

The fiend is close by now and I have little time left. If I had been able to banish him to his great silvered coffin, I would be able to drive a stake through his dark heart and destroy



him forever. But he is too strong, and now I must meet my fate. May Morr protect you. "

Location K: The opposing warband's entrance. When all the warband are beyond the first two squares of the passage the trapdoor slams shut. There is nothing that anyone can do to open it from here as it has been blocked. A disembodied, evil laugh can be heard floating down the corridor.

Location L: Tunnel

This leads to location F

Location M: Count Rurgar's study

In this room the warbands discover the count (use standard Vampire), 2 Dregs with clubs and 4 ghouls. The count may not be killed in this room, if he suffers any wounds or would otherwise die he turns into a bat and flies off into a pit located in the corner of the room.

The room may be searched afterwards but all the players will find is a note from the old Count.

"My dear fools,

There is no treasure here, only your death. You have walked to your doom, lured by your greed for gold. I look forward to sampling your warm, spicy blood! By the way, if you believe all those tales about garlic, holy water and mirrors being the bane of my kind then think again. I for one, quite like garlic, it must be my Bretonnian upbringing. One of my power has no such weaknesses!"

Down the pit. The players must somehow get down a 20 foot pit to the next level. Jumping will cause 2D3 Strength 3 hits whereas a rope would be handier.



Cellars - Lower Level

Location N: Guard dogs

This room is where you appear after climbing down the pit from the study and is guarded by 2 Direwolves.

Location O: Fake tomb

This room contains 4 ghouls. In the corner is what looks like a silver coffin, in reality it is made of iron and has a very thin silver coating on it. When it is opened there is a faint laugh as a gas trap is sprung. Everyone in the room must make a test against their toughness. If they fail they are gassed and are at -1 T for the rest of the battle. Inside the tomb is a bag of what looks like 100 gold coins. Whoever tries to buy anything with these coins soon discovers that they are fake coins. Whoever was receiving the coins is so offended that they raise their price by 30%.

Location P: Corridor of Pits

Whenever anyone tries to cross one of these pits they are hit by a fireball for a Strength 4 hit.

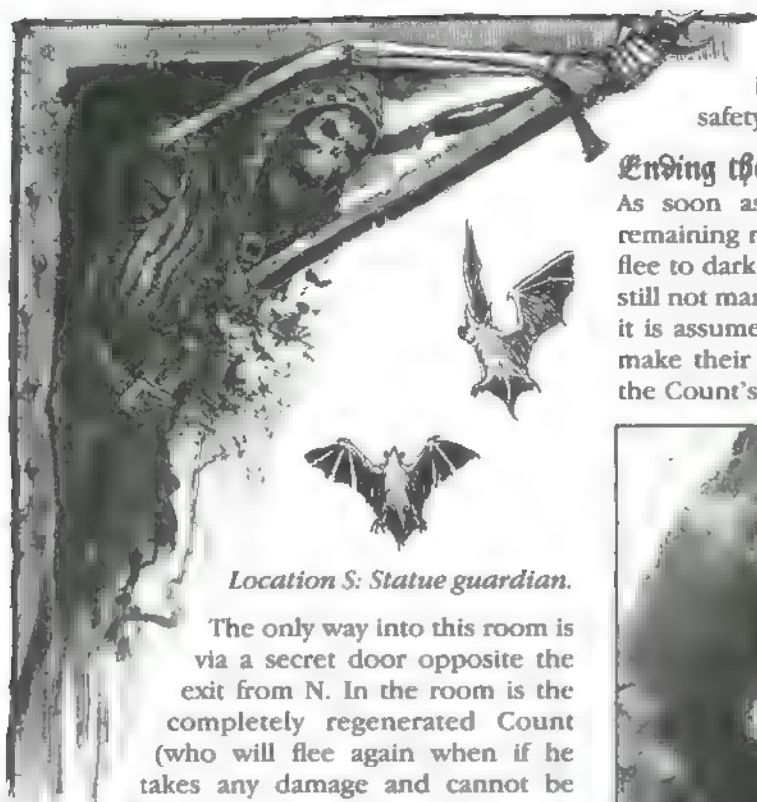
Location Q: The Old Armoury

The old armoury is guarded 6 Zombies. When searched the room contains a set of Heavy Armour.

Location R: Second false tomb

This room is guarded by three mummies. These mummies are immune to magic. If a wizard casts a spell against them roll for damage as normal but instead add this onto the mummy's wounds, even if it takes them above the starting total. Do not tell the players what the mummies special defence is! The silver tomb here takes two heroes two turns to lift the top off. Once it is opened it will reveal a seething mass of tentacles. These tentacles expand and fill the room stopping all movement and attack the warband. It is: WS 2 S 3 T 2 with 3 wounds. There is one vial of Blessed Water in the room.

	M	WS	BS	S	T	W	I	A	Ld
Mummy	3	3	1	4	5	2	2	2	10



Location S: Statue guardian.

The only way into this room is via a secret door opposite the exit from N. In the room is the completely regenerated Count (who will flee again when if he takes any damage and cannot be killed here) and a magical animated statue.

M WS BS S T W I A Ld

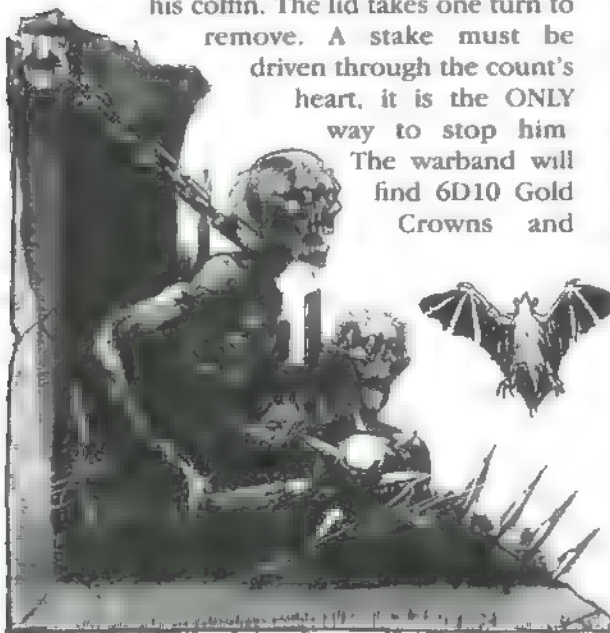
Stone Golem 2 4 1 4 4 3 1 2 10

The warband can find 2 Wooden Stakes in this room

Location T: The true tomb

This is the true tomb of the Count. Here the warband must fight the (again) fully healed Count and one Vampire Thrall and 2 ghouls.

When the count reaches 0 wounds he will turn to gas and start to re-form within his coffin. The lid takes one turn to remove. A stake must be driven through the count's heart, it is the ONLY way to stop him. The warband will find 6D10 Gold Crowns and



1D6 Wyrdstone Shards. A hidden stairway will be found in the corner that will lead up to safety.

Ending the Game

As soon as the Count is killed all of his remaining minions will either be destroyed or flee to dark places. If one of the warbands has still not managed to discover the Count's tomb it is assumed that they will do eventually and make their way back home although without the Count's treasure.



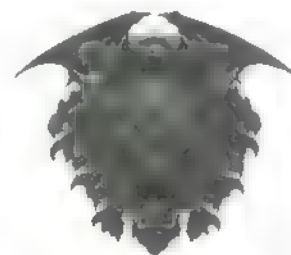
Experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 experience.

+1 Winning Leader. The leader of the winning warband gains +1 experience.

+1 Per enemy out of action. Any Hero earns +1 experience for each enemy (warband or the Count's minions) he puts out of action.

+3 Killing the Count If a Hero kills the Count they gain +1 experience.



Rivers of Blood suitable Miniatures

The Trolls have picked out some suitable undead miniatures to use when playing this scenario. Unfortunately the Warhammer Quest floorplans used in this scenario are no longer available from Mail Order but it is easy enough to make your own out of card if you do not have any.



Mordheim Vampire 1
complete - £4



Mordheim Vampire 2
complete - £3



Undead Warband - £15

Remember that there are loads of other Undead models available from Mail Order and that this is just a small selection of them – why not call the Trolls and ask?



Vampire with cloak
complete - £4



Mummy 1 - £3
020703102



Mummy 5 - £3
020702207



BAT 1
020703101



BAT 2
020703102



BAT 3
020703103

**Bat swarms - £3
or £1 per Bat**



BAT 4
020703104

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Further exploration of the fabled New World brought to you by the famed explorer Stephanus Cornette and his most brave Trantios. Check out the website above or issues 10-11 for more details of the Lustrian setting.

LUSTRIAN SCENARIOS

Here are a few of the scenarios that have been specifically tailored for Lustria (see page 18 of Town Cryer 10).

3. THE SECRETS OF THE BEUJUNTAÆ

It has been more than a few millennia since the Daemons of Chaos descended upon the jungles of Lustria seeking to destroy the new races the old ones had created. The first Slann used High Magic to entomb these Daemons thousands of years ago. Now they lay in slumber, waiting to be awakened by unfortunate mortals. Some find the sacrilegious tombs that hold these Daemons while searching the jungles of Lustria for riches.

Within the Jungle lies such a dark forbidden secret. An ancient Daemon of Chaos lie in wait. Spawned from the Changer of Ways the Slann Mage Priests called it Beujuntae or 'Possessor of souls' in the Slann tongue.

In this scenario, warbands encounter each other while scavenging loot from the tomb they have found.

It can be played by 2-4 players seeking a new challenge. This scenario is not for the weak at heart. It is a challenging war of wits and might. Only the bravest players should attempt to quell the spirit of the Beujuntae.

TERRAIN

You should have a small tomb and ruins in the middle of the board and encircled by jungle. Each Player takes a turn placing a piece of terrain. They may place a tropical tree, ruins,

tomb or similar items. We suggest that the terrain is set up within an area roughly 4'x 4'.

Up to 16 carnivorous plants may also be in play. This should of course be discussed with the players in advance!

SET-UP

All players roll a D6 to see who deploys first. The player rolling highest sets up first, within 8" of the table edge of his choice. His/her opponent(s) then sets up within 8" of the opposite edge.

STARTING THE GAME

Roll a D6. The player rolling highest has the first turn.



SPECIAL RULES

Once you have placed the terrain, put some artefact (wyrdstone) counters on the tabletop to represent where the artifacts are. There will be D3+2 counters total.

Each player takes it in turn to place a counter. Roll a D6 to see which player places first. The counters must be placed more than 16" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of artifacts without any penalty. Warriors cannot transfer their artefact to

another warrior. If the warrior who is carrying a counter is taken out of action, place the counter on the table where he fell.



In each of these tombs is interned the Beujantae spirit of a Daemon of Chaos that are release should the tombs be opened by looters. After all the players have had the first turn each player rolls a D6 at the end of the first player's shooting phase. The warband with the lowest score has a hero possessed by the Beujantae. Choose from random which hero becomes possessed.

When a hero is possessed he/she gains *Fear* and a +1 S, +1 W, +1 A and +1 T. The possessed hero charges the nearest unit whether it may be friend or foe. It attacks first regardless of whether the opposing unit's abilities give it the chance to strike first.

At the end of the turn, the Daemon leaves the Hero's body for another. Repeat the possession process only on the first player's shooting phases. The Hero who was possessed has been immensely drained and is very weak, and therefore has an automatic injury roll against him. Roll a D6 on the injury chart for the hero who has been possessed.

If a warband has all their heroes out of action, then the warband must take a rout test. The henchmen are fearful of the Daemon that had possessed their Heroes.

ENDING THE GAME

The games ends when one warband fails its rout test or 6 turns have elapsed.

EXPERIENCE

+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes of the winning warband gains +1 experience.

+1 per Artefact counter. If a Hero or henchman is carrying an artefact counter at the end of the battle he receives +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

REWARDS

The player who wins gets to open the tomb of a long-dead Slann Mage Priest (to the victor go the spoils!). Roll on the Items chart below to see what you find within the tomb.

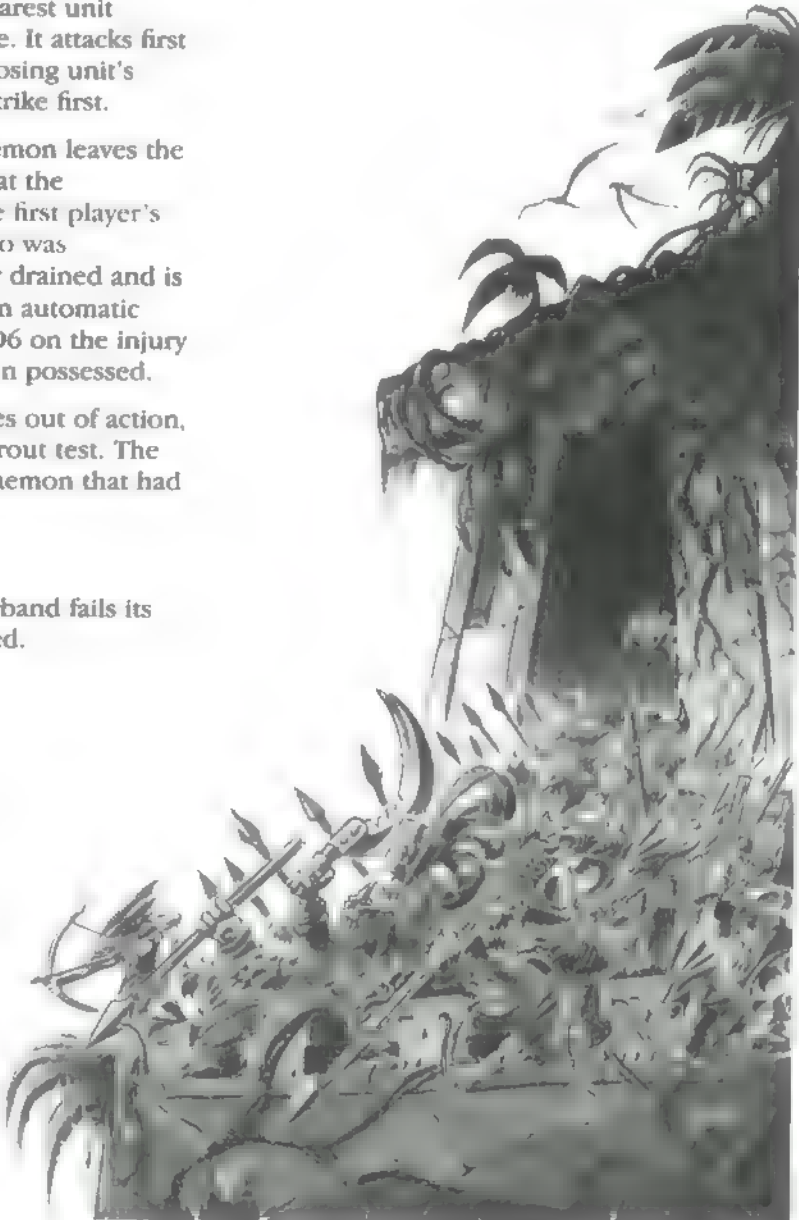
Roll 2D6 for each of the following.

5+2d6 gc (Automatic success)

6+ Magic Sickle raises WS of bearer +1.

7+ D6 gems worth 10gc each.

8+ Ancient Bone Armour confers 4+ save and in all other respects acts like light armour



6. JUNGLE SKIRMISH THE FOG OF WAR

Early risers in Lustria are greeted by rolling mists that cut visibility to almost nothing. Few are the men that willingly venture out into the mists. It is easy to become lost and disorientated when each way you look is a sea of white. It is the dread fear of any treasure hunter to run across a rival warband in the mists, to not know exactly who it is you are fighting until it is too late...

This game may be played by 2-4 players

SET-UP

Each player rolls a D6. Whoever rolls the highest chooses which table edge to set up on, placing all his warriors within 8" of the table edge. His opponent then sets up on the opposite side as normal.

TERRAIN

Each of the players take turns placing pieces of terrain. They may place either jungle trees, ruins or other similar item. We suggest that the terrain be set up within an area roughly 4'x4'.

STARTING THE GAME

Both players roll a D6, the highest goes first, second highest goes second, etc.

SPECIAL RULES

There is a light fog covering the whole table. To represent this, warbands have a -1M and -4" to their missile weapon range. This would make a long bow maximum range 26" rather than it's normal 30". The skill "Leadership" is reduced to half range, i.e. anyone wanting to use the LD value of the hero with Leadership must be within 3" of the model.

ENDING THE GAME

The game will end when there is only one warband remaining unbroken on the table. This warband is the winner.

EXPERIENCE

+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes of the winning warband gains +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

8. ISLAND HOPPING

The river Amaxon splits into several small tributaries, creating many small islands surrounded by swirling rapids. These islands sometimes contain important artifacts or treasure, and must be defended

TERRAIN

On a 4'x 4' table, place a river so that it crosses the entire board, and its branches create several islands. There should be at least one more island than the number of players taking part in the scenario. Islands must contain at least 6" square of area. Set up at least as many bridges, as there are players in a sensible manner between the islands.

WARBANDS

The players each roll a dice. Whoever rolls highest chooses the island to set up on, and sets up first. The other players then choose in descending order.

STARTING THE GAME

All players roll a die, and the highest roller goes first. Turn sequence proceeds clockwise around the table after the first player's turn.

SPECIAL RULES

The objective is to control as many islands as possible by the end of the game. To control an island, you must have more standing models on it than any single enemy. The river is impassable terrain, so bridges must be used to cross from island to island. There can be no more than four models on a bridge at any time. If a model takes a wound on a bridge, it must make an Initiative test or fall into the river. If this happens, it takes an additional S3 hit and is washed onto the nearest bank.

ENDING THE GAME

The game ends after six turns, or if all the warbands but one fail rout checks.

EXPERIENCE

+1 Survives: all Heroes and henchmen groups who live through the battle gain +1 experience.

+1 Winning Leader. The Leader of the winning warband gains +1 experience.

+1 Per enemy OOA: Heroes gain +1 XP for each enemy they put out of action.

+1 Island Takeover: The Leader of a warband that controls another player's starting island at the end of the game gains +1 experience.

HIRED SWORDS

CHAMELEON SKINK

70 gcs to hire 12 gcs upkeep

Chameleon Skinks are an incredibly rare breed of Skink that can change the colour of their skins at will to blend in with their environment. Needless to say Chameleon Skinks are very stealthy and difficult to detect indeed

May be hired: Lizardmen warbands only.

Rating: The Chameleon Skink raises the rating of the warband by 16 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	2	1	5	1	7

Equipment: The Chameleon Skink comes equipped with a dagger, blowpipe with poison darts and a buckler.

Skills: The Chameleon Skink may choose from Shooting, Speed and Lizardmen special skills.

SPECIAL RULES

All of the Lizardmen special skills for Skinks: *Scaly Skin, Cold Blooded, Aquatic and Jungle born.*

Chameleon Skin: Because of the Chameleon Skink's unique camouflage he is very difficult to detect, therefore foes halve their Initiative when trying to detect him when *Hidden*. In addition Chameleon Skinks are at -2 to hit with missile fire.

Infiltrator: The Chameleon Skink is a master of disguise and deployment. You may place him anywhere on the board out of line of sight and at least 12" from any enemy model.



PATHFINDER

60 gs to hire, +15 gs upkeep

As treacherous as the Lustrian wilderness can be, it is very often a wise choice to hire an experienced guide for a warband's expeditionary trek into the teeming jungles. Pathfinders, as they are called, are the very experts one would seek. They are well adapted to the unique landscape and hazards of the Lustrian continent; and more often than not, adventurous enough to live up to the challenge of the greatest fortunes and glory!

May be hired: Any warband.

Rating: A Pathfinder increases the warband's rating +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	4	1	8

Equipment: Sword, dagger, longbow, rope & hook, and Healing Herbs.

Skills: A Pathfinder may choose from Combat, Shooting, and Speed skills when he gains a new skill. In addition, there are a few skills unique to Pathfinders as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Lay of the Land: Even the densely packed growth of the primordial Lustrian jungles cannot bar the Pathfinder from his goal. The Pathfinder is unaffected by terrain modifiers and is able to circumvent even impassable obstacles.

Knowledge of Myths and Legends: Pathfinder has spent most of their lives tracking down numerous rumours and cryptic clues in search of the ultimate prize. During the exploration phase, if the Pathfinder was not taken out-of-action, you may re-roll one die, keeping the second result even if it is worse.

SPECIAL SKILLS

Lookout! Having traversed much of the land himself, the Pathfinder is quick to recognise traps laid by enemies or natural hazards of the terrain. Once per game a Pathfinder may cancel the effects of one trap or hazard on a roll of 4+.

This Way!: Surviving years in the deadly wilds of Lustria has prepared the Pathfinder for nearly any circumstance. Any model in base contact with the Pathfinder at the start of his turn may traverse impassable terrain just as if possessing the same skill. If, however, contact is lost before reaching safety, the other model is considered out-of-action for the remainder of the game.

DARK ELF ASSASSIN

70 gs to hire +25 gs upkeep

Few are better than the silent, black garbed killers of the Dark Elves, even the Skaven Clan Esbin quail at their expertise. It is not unusual for young apprentice assassins, when learning their dark trade, to be sent off to far away places to further hone their skills by selling their unique abilities.

May be hired: Any evil warband may hire a Dark Elf Assassin.

Rating: A Dark Elf Assassin increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	4	4	1	7	1	8

Equipment: Dark Elf Blade, dagger, repeating crossbow, Dark Venom, Light Armour and Dark Cloak (counts as Elven cloak).

Skills: An Assassin may choose from Combat, Shooting, and Speed skills when he gains a new skill. In addition, the Assassin may use any unique Dark Elf skills (see later), which he can choose instead of normal skills.

SPECIAL RULES

Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Kindred Hatred: All Dark Elves suffer *Hatred* towards their High Elven kin.



NORSE SHAMAN

45 Gs to hire +25 Gcs upkeep.

Even mighty warriors fear the seers of the great Norse tribes. It is said that these seers are mighty soothsayers and can tell when a warrior will meet his death in combat, a knowledge that any warrior dreads to know.

May be hired: Norse and human warbands in Lustria may hire The Norse Shaman.

Rating: The Norse Shaman adds +25 + his experience to the warband rating that he joins.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	1	1	8

Skills: The Shaman may choose from the Combat and Academic skill charts, in lieu of a skill, they may roll for an additional Rune (see below). Rolling a duplicate lowers the difficulty as normal for magic spells.

Equipment: The Shaman carries a rune staff and either a sword or an axe.

SPECIAL RULES

The Norse Shaman starts with two 'Runes' from the following chart. These are treated in the same way as Sigmarite Prayers and can be cast whilst wearing armour. Abilities that give saves against spells, give saves against runes.

D6 Result

1 Howl of the North Difficulty 9
Icy winds sweep before the Shaman knocking missiles from their path.

The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate.

2 Angvar's Fury Difficulty 7
The Shaman's howl rouses the anger of the warriors around him to a fever pitch.

All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.

3 Elvek's Cold Spear Difficulty 7
A razor sharp icicle flies at the Shaman's foe.

The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves applies.

4 Gift of the Fates Difficulty 7
The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.

The Shaman may adjust one die roll by +/-1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.

5 Kiss of Frost Difficulty 6
The Shaman covers ground of his choosing with slick ice

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

6 Bear's Might Difficulty 9
The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

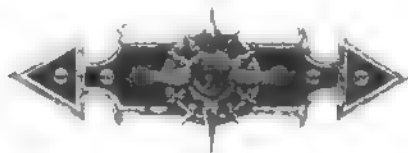
The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both your's and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

DARK ELF WARBAND

DARK ONES OF NAGGAROTH

Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

Despite their dire reputation for cruelty they are only rivalled as explorers and adventurers by their High Elven cousins. It is the lure of the precious, arcane artifacts of the Slann that bring these foul creatures to Lustria, travelling stealthily in their Black Arks and penetrating deep into the jungle. Dark Elves are adept at stealth and ambush and are well suited to the overgrown realm of the Lizardmen – most warbands don't even know they're being attacked until it is too late.



CHOICE OF WARRIORS

A Dark Elf warband must include a minimum of three models. You have 500 gold crowns to

recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

HEROES

High Born: Each Dark Elf warband must have one High Born to lead it – no more, no less.

Beastmaster: Your warband may include one Beastmaster.

Fellblades: Your warband may include up to two Fellblades.

Sorceress: Your warband may include one Sorceress.

HENCHMEN

Corsairs: Your warband may include any number of Corsairs.

Shades: Your warband may include up to five Shades.

Cold One Hounds: Your warband may include up to two hounds if it also includes a Beastmaster.

STARTING EXPERIENCE

High Born starts with 20 experience.

Fellblades start with 12 experience.

Sorceress starts with 12 experience.

Beastmaster starts with 8 experience.

Henchmen start with 0 experience.

MAXIMUM CHARACTERISTICS

Characteristics for Dark Elf warriors may not be increased beyond the maximum limits shown on the Elven profile on page 121 of the Mordheim rulebook.

SPECIAL RULES

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves *Hate* any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot *Hidden* enemies from twice as far away than normal warriors. (ie twice their Initiative value in inches)

Black Powder Weapons: Dark Elves may never use black powder weapons as they find them too crude, noisy and unreliable.

**DARK ELF EQUIPMENT LISTS**

The following lists are used by Dark Elf warbands to pick their weapons:

DARK ELF EQUIPMENT LIST
Hand-to-hand Combat Weapons

Dagger	1st free 2 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Halberd	10 gc
Spear	10 gc
Beastlash	10 gc

Missile Weapons

Repeater Crossbow	35 gc
Crossbow Pistol	35 gc

Armour

Helmet	10 gc
Light armour	50 gc
Shield	5 gc
Buckler	5 gc

Special Equipment

Dark Elf Blade*	15 gc
Dark Venom*	15 gc
Sea Dragon Cloak**	50 gc

* May be taken by Heroes only.

** May be taken by Heroes and Corsairs only.

SHADES EQUIPMENT LIST
Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc

Missile Weapons

Repeater Crossbow	35 gc
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Armour

Helmet	10 gc
Light armour	20 gc

DARK ELF SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
High Born	✓	✓	✓		✓	✓
Sorceress			✓		✓	✓
Fellblade	✓				✓	✓
Beastmaster	✓				✓	✓

HEROES

I HIGH BORN

70 Gold Crowns to hire

Dark Elf Leaders are typically drawn from the Dark Elf nobility and lead the warband in search of gold, slaves and arcane artifacts to bring home to Naggaroeth. They are cold and ruthless killers and they command the respect of their troops through assassination and terror. They have attained their position of leadership by eliminating rival nobles who stand in their way and through their remarkable cunning, they are dangerous foes who embody the merciless traits of the Druchii race.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	9

Weapons/Armour: A High Born may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the High Born may use his Leadership instead of their own.



0-2 FELLBLADES

40 Gold Crowns to hire

The Fellblades are elite warriors of the Dark Elf armies and are often linked to the household of a particular Noble family. Fellblades live a life of strict martial training, each specialises in a particular weapon and fighting style. Killing is a way of life for these warriors. Enemies can expect no mercy from them. Fellblades accompany raiding parties to Lustria as paid guards or to further hone their killing skills.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons/Armour: Fellblades may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Melee Specialists: Fellblades live by a strict code of close quarter fighting. Fellblades may not use missile weapons of any sort.

0-1 BEAST MASTER

45 Gold Crowns to hire

Whereas the High Elves have a great affinity with Dragons and Griffons and other noble creatures their malevolent kin have infamous Beastmasters, Dark Elves of particularly cruel renown who breed many vicious beasts and lead them into contact. Unlike the High Elves who treat their beasts as companions, the Dark Elf Beastmasters are very spiteful masters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: A Beastmaster may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Cold One Beasthound: The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules for listed for them.



0-1 DARK ELF SORCERESS

55 Gold Crowns to hire

Dark Elves are strange in that apart from the fell Witch King there are no other male sorcerers, all the other practitioners of magic in the Dark Elf race are female. It is rumoured that any males who do develop an affinity for magic amongst the Dark Elves are immediately put to death to fulfil some dark prophecy. Dark Elf Sorceresses are mysterious, raven-haired beauties who are grudgingly respected even from the powerful High Born and their services are high in demand.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: The Sorceress may be armed with weapons and armour chosen from the Dark Elf Equipment list but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Dark Elf Sorceress is a wizard and uses Dark magic, detailed below.

HENCHMEN (BOUGHT IN GROUPS OF 1-5)

CORSAIRS

35 Gold Crowns to hire

The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs – the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever a Black Ark explores the coast of Lustria the Corsairs are the first to launch raiding parties.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: Corsairs may be armed with weapons and armour chosen from the Dark Elf Equipment list, in addition they may wear Sea Dragon Cloaks even though they are not heroes.



0-5 SHADES

30 Gold Crowns to hire

The stealthy Dark Elf Scouts rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on as ambush is the preferred style of fighting. Shades are young and inexperienced scouts that see the expeditions to Lustria as a valuable training opportunity.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	8

Weapons/Armour: Shades may be armed with weapons and armour chosen from the Shades Equipment list.

Natural Stealth: The first thing that Dark Elf Scouts master is the art of moving without being seen or heard. If a Dark Elf is *Hiding*, enemy models suffer -1 to their Initiative value for determining if they can detect him.

0-2 COLD ONE BEASTHOUNDS

30 Gold Crowns to hire

The Dark Elves capture and breed many exotic creatures to fight for them and fights between pets are often staged as a form of entertainment amongst the Dark Elves. One such animal was discovered in Lustria. Distantly related to Cold Ones, the Cold One Beasthound lives in swamps and bogs. Cold One Beasthounds are larger than wardogs and of similar build but are in all other respects reptilian. Rows of sharp teeth fill its maw, and when provoked, the Cold One Beasthound is a very aggressive beast. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	1	1	1	4

Weapons/Armour: Cold One Beasthounds are animals and do not need any weapons save their claws and massive jaws.

SPECIAL RULES

Animals: Cold One Beasthounds are animals and all animal rules apply to them, they never gain experience.

Beastmaster: Cold One Beasthounds are nasty viscous brutes that are barely kept under control. If the Beastmaster dies the beasts will immediately escape from the warband and they are removed from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.

Stupidity: Cold One Beasthounds may use the basic Leadership of the Beastmaster if they are within 6" of him. They may never use the Leadership of the warband leader, nor may they benefit from the Beastmaster's increased Leadership if he is within 6" of the leader.

Scaly Skin: Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

Fear: Cold One Beasthounds cause *Fear*.



SPECIAL EQUIPMENT**Dark Elf Blade**

(+20 gold crowns to weapon/Rare 9)

Dark Elf Blades are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Blacksteel, a rare form of steel found deep within the mountains around the city. Dark Elf Blades have wicked protrusions and serrated edges, which inflict serious damage on an opponent. Any Dark Elf can upgrade a sword or dagger to a Dark Elf blade by paying an additional 20 gc at the time of purchase. Weapons upgraded to a Dark Elf Blade retain all of their abilities (i.e. swords can parry, daggers grant an armour save of 6).

Range	Close Combat
Strength	As user
Special Rules	<i>Critical Damage, Wicked Edge</i>

SPECIAL RULES

Critical Damage: Dark Elf blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark Elf blade will add +1 to the result.

Wicked Edge: Dark Elf blades are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *Stunned* result

Beastlash (10+D6 Gold Crowns/Rare 8) (Beastmaster only)

The Beastmaster make good use of their whips to goad their hounds and creatures into combat.

Range	Close Combat
Strength	As user -1
Special Rules	<i>Beastbane, Reach</i>

SPECIAL RULES

Beastbane: The Beastmaster wielding a Beastlash causes *Fear* in animals, any animal charged or wishing to charge a Beastmaster with one of these weapons must first take a *Fear* test as mentioned in the psychology section of the Mordheim rules.

Reach: A Beastlash may attack opponents up to 4" away (see Sisters of Sigmar Steelwhip).

Sea Dragon Cloak

(50+2D6 Gold Crowns/Rare 10)

Dark Elf Corsairs use special cloaks fashioned from Sea Monsters that dwell deep in the oceans depths. These cloaks are tough and resilient and offer Dark Elves with a very good amount of protection.

SPECIAL RULES

Scales: 5+ armour save in close combat, 4+ armour save against missiles.

DARK ELF SPECIAL SKILLS

Dark Elf Heroes may use the following Skill table instead of any of the standard skill tables available to them.

FURY OF KHAINE

The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn

POWERFUL BUILD

The warrior is strongly built for an Elf and is capable of feats of strength. A warrior with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time.

FEY QUICKNESS

Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with *Fey Quickness* can avoid melee or missile attacks on a roll of 6. If the Elf also has *Step Aside* or *Dodge* this will increase to a 4+ in the relevant area. For example, an Elf with *Fey Quickness* and *Step Aside* avoids melee attacks on a 4+ and missile attacks on a 6.

INFILTRATION

The Dark Elf can *Infiltrate*, this skill is exactly the same as the Skaven skill.

MASTER OF POISONS

The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D3-1 doses of Dark Venom instead. There is a chance of getting none, as the hero doesn't have access to a stable workplace. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully.

DARK ELF MAGIC

The Dark Elves are as accomplished practitioners of magic as their arch enemies the High Elves but whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilise the evil powers of Dark Magic a very destructive force indeed.

D6 Result

1 Doombolt Difficulty 9

Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand.

The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

2 Word of Pain Difficulty 8

The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

3 Soul Stealer Difficulty 9

At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

4 Flamesword Difficulty 8

Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames.

The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

5 Deathspasm Difficulty 10

The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.

The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.

6 Witch Flight Difficulty 7

The Sorceress bends the winds of magic to her will and flies through the air.

The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.

Phillipe hated this place. He hated the humid heat and the sun that burned his skin. It had only been a week in this godforsaken jungle. 'Man eating plants, snake pits and lizards that walk on two legs...' He mumbled to himself with distaste. Phillipe would leave this damned jungle with his friends, fast as the holy Madre could blink her eyes. It is only for the treasure the tales and myths speak of that has kept him and his Remasen friends here. The six Tilcans moved forward cautiously under the dark canopy of trees.

It was only a few hours ago that Captain Andres found strange tracks on the ground. They had never seen such tracks before, and wondered what beast made such a strange trail. They concluded that whatever the nature of the beast, it would bring a hefty price if sold at the market at one of the coastal settlements. Dead exotic creatures are usually sought after by wizards, but exotic creatures captured alive bring more riches. Whenever you have merchants and nobles who are collectors a lot of money is to be made. So, they went on the hunt.

'Senore Andres, maybe we should head back to the shoreline eh?' Suggested Phillipe to his captain. Andres was a sturdy warrior, who had seen many battles. He was always thinking of his companions first and glory second and Phillipe was trying to find some reason and common ground to persuade his captain. Senore Andres paused for a moment and so did the rest of the five men, who awaited their captain's decision. Andres thought for a few moments. He eyed his men closely. They were good men, but exhausted none the least. He could see them breathing heavily. They were not used to this intense environment. 'We will camp here tonight' Andres spoke finally. The rest of the group gave a heavy sigh of relief. Although they still wanted to head back to the shore they knew their limits of compromise when it came to their leader. They set up camp amid a small clearing and before too long were singing songs and telling stories of their grand adventures in the land of gold and riches.

Carlos and Piassiso stood watch that night. Carlos had been at the ale again and nodded off, leaning against his halberd. When he came to all was quiet and very still and the night air brought a cool breeze with it. It was then, that he realised, it was too quiet for the jungle. Unfortunately for Carlos, as he opened his eyes he found himself face to face with two large red eyes and a monstrous mouth. The beast's eyes were locked onto Carlos. He sat frozen, trying to persuade himself that he was dreaming. The beast hissed, sending a gust of fetid, acrid breath over Carlos' face, it was then that he concluded the creature was real.

'Druchul!' Carlos cried the instant before the beast's jaws ripped out his throat in a single bite. His cry of desperation was enough to warn his friends, but before they could ready their weapons it was too late. A second beast leapt out from the dark and pounced on Piassiso crushing his bones and rending the flesh from them. A man, but too lithe to be a man, silhouetted against the campfire lashed out at the beast with a whip. The all too familiar k-ching, k-ching sound could be heard from the dense foliage, each noise signifying a hail of bolts from a Druchii repeater crossbow and each noise followed by a scream. It was all over in seconds, ill prepared and surprised it wasn't long before most of the Remasens were dead.

Phillipe was barely conscious through the pain caused by the vicious barb embedded in his thigh. Through his blurry vision he could make out the beasts that had attacked them, huge scaled lizards and they were devouring the remains of his friends. Then he could start to make out the shadowy shapes that had massacred his friends in an instant, they were tall and lithe and despite their fierce, cold stares they were truly beautiful. Phillipe had never seen the legendary and infamous Druchii before. Looking into those blank, unfeeling eyes as the Druchii surrounded his prone form Phillipe realised that it was his friends who were the lucky ones as the Druchii slowly drew wickedly barbed blades. A high pitched scream rent the still night air over the jungle, quickly followed by another and then another.



BUILDING A TEMPLE CITY

By Tommy Punk (tommypunk@telia.com)
and Micha "Xhilipepa" Lazarus
(s.swade@virgin.net)

The typical temple city occupies a clearing in the jungle, and is often bordered by swamps. The paved roads that lead into the city cross these swamps by means of stone causeways. In turn, the roads and causeways are flanked by avenues of lizard-daemon statues, carved from massive blocks of stone. Most of the temple cities are somewhat ruined or neglected and the jungle often intrudes upon them, covering roads and statues in vines.

The causeways become processional ways as they proceed into the heart of the city. They are lined with carved stone covered in sculptured scenes and glyphs recording various events, myths or rituals important to the Lizardmen. These roads may pass between tall obelisks, which are positioned to define the alignment of the axis of the city to various stars and planets. At the heart of the city is a great paved plaza. The pyramid temples face onto the plaza from all sides. This place is where the population gather to observe rituals and where the army of the city parades before marching off to battle.

The pyramid temples rise up in platforms, giving a stepped appearance. The temple itself is located on the flat topmost step and one or more staircases ascend the pyramid. The

pyramids are built from white stone that gleam in the sun and are decorated with sculptures painted in striking colours and strange carvings depicting glyphs. The treasure sought by the plunderers can be found inside and below the pyramid temples, located in chambers or lining corridors. However the golden plaques, that tells of the Old One's plan, are protected by traps and located behind hidden passages.

The barrios of the Skinks form the suburbs of the city. Here the Skinks live and pursue their craft of making the artifacts of the Lizardman civilisation. There are many types of craftsmen here: the makers of scrolls, beaters of copper, brewers of intoxicating potions and the sculptors of glyphs, as well as vast numbers of workers, skilled and unskilled, and their overseers. These clusters of small houses, courtyards and workshops are crowded and full of activity with Skinks scurrying about attending to various tasks. In many cases vast quantities of gold can be found in the workshops of Skink glyph-sculptors. The glyphs are made of gold for its shining surface, but the precious metal was otherwise seen as useless.

Nick Davis' Jungle Fever articles in WD 223, 225, and 232 offer loads of ideas to make a Lizardman city and it will not be that hard to make ruins using those ideas. Also the 40K jungle terrain looks quite good and is sold

separately so you can really make a nice jungle or place jungle trees on the bases of lizardmen buildings. I made a few ruin bases myself using the doorframes from Warhammer quest. I glued one or two to a base of cardboard, covered most of it in vines made from plastic aquarium plants and added some lichen around the edges to flesh it out. I cut a few frames in two pieces to place as single pillars or lying down, giving the piece a half-ruined look. They turned out pretty



A Slanni Temple Pyramid

good and were very easy to make.

EQUIPMENT

- Cocktail sticks (the little ones)
- Scissors
- PVA glue
- Cardboard Rolls*
- Paper
- GW mail order packaging boxes

* Cardboard Rolls: The key to the varying size of the barrios is cardboard roll size. To make a large barrio – lower tier or stand-alone size – you should use the common toilet roll of 4.5cm diameter and 11 cm length. The 4.5cm diameter is the important bit. To make a small barrio – higher tier size – use packaging rolls of 3.5cm diameter.

PYRAMIDS

The basic pyramid is a stepped pyramid. Large blocks of stone have been placed on top of each other with a single stone or slab on the top step. The entrance to the tomb is located at ground level and cuts into the first and second steps. The doorway is easily created by gluing a strip of polystyrene on the second step and painting glyphs on it. If you want to create the sloped pyramid you can glue thinner layers of polystyrene to form the steps and then sand them with a sanding block. This requires no measurement or accurate cutting of foamboard. The door is just a piece of polystyrene that blocks the entrance.

FLANKING STATUES

The roads and squares of the temple cities are often lined with statues. You can use spare Saurus minis as statues, just paint them in a suitable stone colour. If you don't like the weapons on the models just cut off their hands! After all, the statues have been around for some time and bits can very well have broken off – or why not cut a model in two and place it on its side as if it has toppled over. You can even sand the model to smoothen the features. You can make a nice base for the statue to stand on by gluing two 25mm bases back to back. This also leaves you with a slot to place the miniature in if you use slottabases.

FINISHING TOUCHES

There are several ways to create a few nice touches. One is to place skeletons that lean against the entrance stones. They are

obviously raiders who died of thirst while trying to break into the temples. Or use parts from the Zombie and Empire regiments and then have skeletons with only tatters of their clothes remaining. Glyphs can be painted around the entrance stones, just visit the library for examples and ideas.

SMALL BARRIO

Chop a piece off your packaging roll of about 5cm. Squash and fold your cylindrical piece of card into a rough rectangle. It won't be a perfect rectangle, which is fine. Don't score it to fold it, just squash it into shape. Your roll should now have a cuboid-with-rounded-corners cross section. Cut a door of about 2cm width and 2.5cm height in the bottom of one of the wider faces. Drill two pairs of parallel holes in the tops of both wide faces. Chop about 2/3 off two cocktail sticks, and insert them through the holes, piercing both faces. Cut off the points of both sticks.

Cut out a piece of paper which will be the roof of the barrio. For this purpose, it should have tabs to go up the sides of the barrio – it is not placed directly on top, but slightly beneath the parapet. Fold the tabs in and tailor the paper to fit inside the top of the barrio. Put PVA glue onto each of the tabs. Place the paper on top of the cocktail sticks, which go through the barrio, and glue the tabs to their corresponding walls. Leave to dry, and the PVA gives the structure incredible rigidity, helped along by the cocktail sticks which look great as well.

To paint, cover in textured paint and then drybrush as usual. These are really quick to make at about 5 minutes per barrio so you can have nice big avenues of them.

LARGE BARRIOS

The construction of large barrios is identical to that of the small ones, except that since you are now using the larger toilet roll the paper roof will have to be bigger, and the cocktail sticks slightly longer. You should cut the toilet roll in half, so the height should be approximately 5.5 cm, whereas the smaller barrio's height is 5. The difference should be small but noticeable.

DOUBLE TIERED BARRIOS

To make a double tiered barrio, you require 1 small and 1 large skink barrio. Place the smaller one on top of the larger one, and you have a double tiered barrio.

CEILING CAPACITY

If constructed correctly, approximately 2 small based models ought to be able to stand atop the larger barrio comfortably, and only 1 on the smaller ones. The following is a good rule for ceiling and interior capacity for the barrios:

Large Barrio: 2 small based/1 large based model

Small barrio: 1 small/large based model

Monster based models cannot stand in or on top of either of the barrios.

INTERCONNECTING BRIDGES

These bridges are designed to stand between any combination of double tiered and large barrios.

Cut a strip from a GW mail order box (or any other thin but rigid cardboard) of optional length – I suggest that the average bridge length is 12-14 cm – and a width of 2.3cm. The mail order boxes are ideal because they are corrugated for rigidity, but also thin so they don't look ridiculous.

The angle that these bridges meet the barrios at is customisable. If you want the barrios parallel then obviously leave the ends flat. If you want a 45 degree angle between the barrios, chop one of the ends so that it is 45 degrees. These are so quick to make that you can make at least 5 for every degree available, so don't be conservative.

On the underside of the bridge, score a line about 0.5cm in from each end, and fold the resultant flap in. Chop a cocktail stick up so that its ends only just protrude from underneath the ends of the bridge, and PVA glue them into the corner of the crack (this is for extra rigidity on the corners). Congratulations, you now have a fully functional bridge.



PAINTING

To paint all pieces of scenery described so far, follow the same procedure. Paint them all over with textured paint, preferably a sort of sandy yellow. If you can't get hold of a sandy yellow textured paint, just use normal textured paint and paint it yellow later. Whatever happens, drybrush in a brighter shade of yellow so that the little bits of sand or grit stand out. Due to the nature of the paint this makes everything even more rigid

And there you have it! Other terrain tips include using the WH40k trees as jungle trees, which work brilliantly. Leave the green plastic of the leaves as it is, but put a green wash on it for darkening and bringing out the full detail.

THE ALTERNATIVE WAY

However not everyone want to build all that jungle/city terrain and a good and cheap alternative is Lego. You can also use books to create stepped pyramids or upside turned boxes as houses. The following is a little story from Eric Ostermann that really illustrates the good use of alternative 'terrain'.

'As both me and my wife are playing Warhammer I am lucky to come home and see the dining room table frequently already set up with lego houses, lego walls, and blue cloths as water, green ones as forest areas and overturned bowls as hills. But last night my wife created a whole Temple City. The Slann had a huge flat topped pyramid in the city centre to stand on and he could see the whole city from his vantage point. She had made walls, city sectors, market places and best of all my sons newest block set had dino's and she mounted these on pillars to make cool obelisks and stuff. It looked very Aztec like, it was breathtaking. Her and the kids worked all afternoon on it. Fighting city block to city block was fun, a city street could only fit 5 models across so it was a lot of brutal hand to hand combat as well as archers on the rooftops. Also, you'll love this, a cloth covered parts of the city which were only unveiled as I moved troops through it. Talk about dead end alleys and such. You can use many items on hand and still enjoy the game. They might not look as real, but imagination goes a long way and lego is easy to assemble/disassemble due to damage, and best of all very inexpensive. I only wish I had pictures...'

Dark Elf Warbands

Here are some Dark Elf minis to help represent your warbands. If you ask the Trolls we're sure that they will be able to come up with ideas for models to use for your Beastmaster



DARK ELF SORCERESS
021202001 – £4.00



DARK ELF CHAMPION 1
021200501 – £3.00



DARK ELF CHAMPION 2
021200502 – £3.00



DARK ELF CORSAIR 4
021200704 – £2.00



DARK ELF CORSAIR 2
021200702 – £2.00



DARK ELF CORSAIR 3
021200703 – £2.00

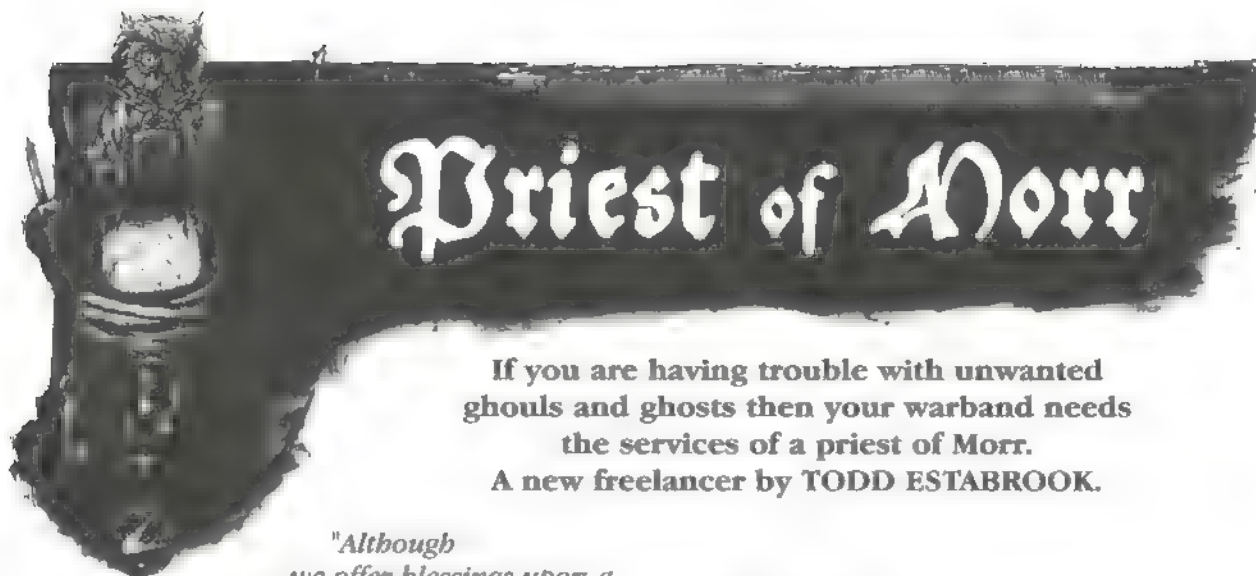


DARK ELF CROSSBOWMEN – £2.00

Remember that there are loads of other Dark Elf models available from Mail Order and that this is just a small selection of them – why not call the Trolls and ask?

USA ☎ 1-800-394-GAME

UK ☎ 0115 9140 000



If you are having trouble with unwanted
ghouls and ghosts then your warband needs
the services of a priest of Morr.
A new freelancer by TODD ESTABROOK.

*"Although
we offer blessings upon a
departing soul, that Morr may
allow it passage through the realm
of death, the soul is not our concern.
The soul belongs to Morr. Our concern is
the body. Our rituals insure that the body
remains just as it is; that it is properly
sealed and sanctified, lest something enter
into the cadaver's shell and corrupt it...
or worse."*



There are many religions in the Old World and many gods worshiped. Morr, the god of Death, is no exception. Most people within the Empire fear a priest of Morr - for most people fear the unknown. Death, no matter how religious the individual, is an unknown fate that none can escape and the priests of Morr remind everyone of their own mortality. A reminder that most would sooner not have. However, despite this prejudice, the priests of Morr are indispensable in the services they render.

Loved ones must be cared for properly when they die and even those who are unloved are still properly taken care of. Everyone acknowledges the importance of funeral rituals. For, more times than anyone cares to remember the dead, the uncared for dead, risen have up to terrorise the living. And, though sword and hammer will curtail them, Undead only a priest of Morr can put them to rest for good.

So, it is no wonder that the Temple of Morr has sent missionaries to the City of the Damned. Accompanied with both mercenary parties or armed guards and nobles, the priests of Morr come. The Judgement of Sigmar has taken many, many lives and, so the stories go, many more are being lost each day. For the priest of Morr this means their presence is urgently needed.

MERCENARY HERO

The priest of Morr is a new Hero that can be used by mercenary warbands and in doing so he replaces one of that warband's heroes. It is unlikely that Witch Hunters and Sisters of Sigmar will have a priest of Morr accompanying them, so neither of these two warbands may take one

SKILLS AND EXPERIENCE

Priests of Morr start with 8 Experience.

Priests of Morr use Academic and Speed skills.

HERO

0-1 Priest of Morr 35 gold crowns to hire

Dressed in the plain black robes of their faith, the priests of Morr have come to Mordheim to insure the souls of those who have died safe passage and, more importantly, that the dead remain as such.

Priest of Morr

	M	WS	BS	S	T	W	I	A	Ld
Priest	4	2	2	3	3	1	4	1	9

Weapons and Armour: As priests of Morr seldom engage in martial activities, they may only be armed with a Dagger and a Scythe as a weapon. Priests of Morr may never wear armour.

SPECIAL RULES

Loner: Few people care to spend any length of time in the company of a priest of Morr - even when it is their duty to do so. As such, a priest of Morr is used to being alone and probably prefers it that way. Priests of Morr do not suffer from the All Alone rules.

Funerary Rites: Priests of Morr are not wizards by any means, however, they do have numerous Funerary Rites, which they may

perform. As such, priests of Morr may choose a Funerary Rite listed below, using the rules for Magic on page 56 of the Mordheim book.

FUNERARY RITES

Priests of Morr use Funerary rites to insure that the dead remain dead, that their body is sanctified and sealed and their soul safely passed into Morr's keeping.

1D6 - Result

1 - Morr's Protection

Difficulty: 6

The Priest of Morr calls out to his god when confronted by an abomination and asks that he be shielded from the corrupted magic of the tainted. Any Magical attacks made by a Necromancer, a Magister or Daemons, which would be considered a direct attack on the priest, will be negated if this rite is successful.

2 - Death Holds No Fear

Difficulty: Auto

Priests of Morr must be steadfast in their resolution and as such must, above all else, have no fear of death. The priest of Morr is now Fearless for the remainder of the game.

3 - Sanctity of the Fallen

Difficulty: 7

'Those who fall shall be sanctified and their soul freed, in the name of Morr, god of death.' The priest of Morr may attempt to perform the Rite of Sanctity on a model (friend or foe) who has been taken Out of Action. The priest of Morr must be within 6" of the model in question. If successful, the model may not be raised up by a Necromancer.

4 - Hand of Morr

Difficulty: 9

'By his the hand of Morr, the Undead shall become as dust and ashes.' The priest of Morr must be in base-to-base contact with an Undead model. Before Hand-to-Hand combat occurs, the priest of Morr may attempt to use the Hand of Morr rite. If successful the foe immediately goes out of action (this affects Zombies, Dire Wolves and Vampires). Ghouls and Possessed affected by this rite will immediately flee their full Move away from the priest of Morr.

5 - Do you know who I am?

Difficulty: 7

'Gaze upon me, abomination, for I am a priest of Morr.' This rite has a range of 6" and must be directed at the closest Undead model first, or if no Undead are within range, at the next closest human servant of the Undead (Dregs, Ghouls, Necromancers), or finally at any model. If successful, that model is immediately Stunned. If the model cannot be Stunned, then it is Knocked Down instead.

6 - I am death!

Difficulty: 8

'I am a priest of Morr, god of death!' It is a well-known fact that the priests of Morr are not martially inclined. Their divine duties involved the dead, not the taking of life. However, there are times when a priest of Morr will be called to engage in combat and who would be more feared than a representative of the god of Death? This spell gives the priest of Morr a 6+ armour save and increases their WS by either +1 or makes it 4, whichever is greater.

NEW WEAPON

Scythe

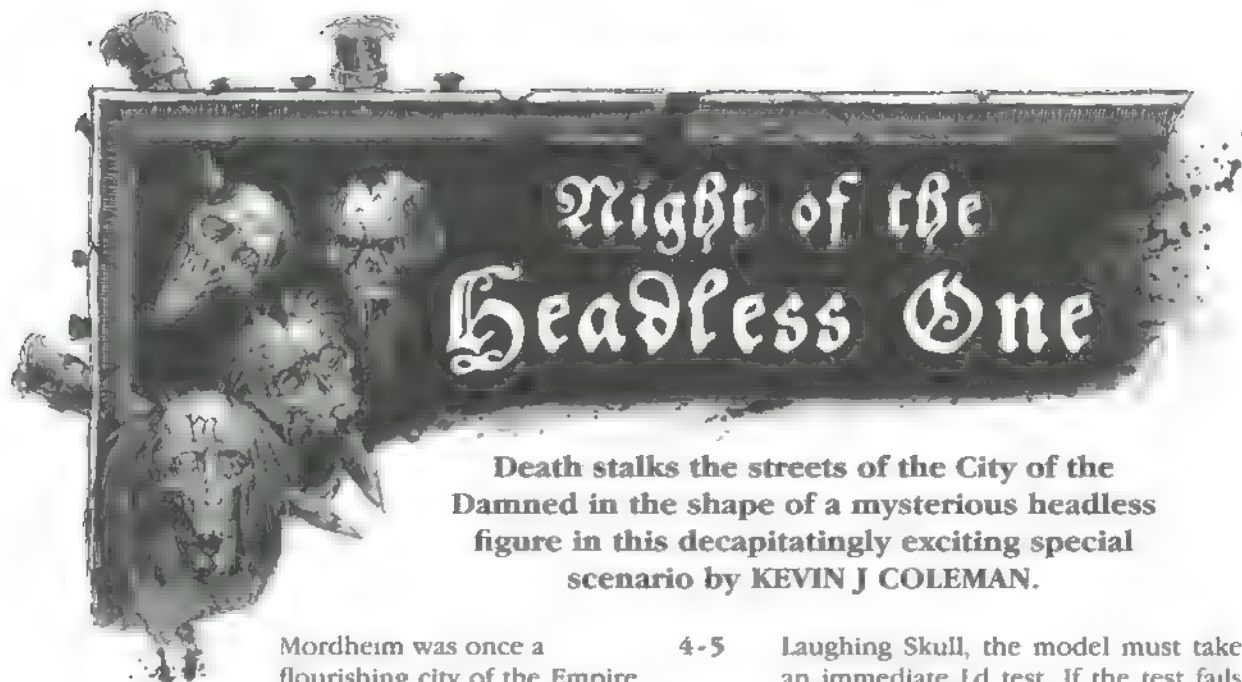


Range: Close Combat Strength: As user +1

Special Rules: Difficult to use, Two Handed

Scythes are normally implements used in the fields by farmers. It is rare to see them wielded as weapons of warfare. However, the scythe also carries with it an image of death. It is the symbol of the Grim Reaper, the representation of famine and starvation and disease through the lack of harvested food. Priests of Morr, when they need to, may carry a Scythe as a weapon. This is of heavier manufacture, and designed to reap warriors rather than wheat. Because the Scythe is unwieldy, it must be used with two-hands and cannot be used with another weapon, shield or buckler.





Death stalks the streets of the City of the Damned in the shape of a mysterious headless figure in this decapitatingly exciting special scenario by KEVIN J COLEMAN.

Mordheim was once a flourishing city of the Empire until its horrific destruction from an accursed twin-tailed comet. Now unthinkable horrors lurk in the shadows waiting to prey upon greedy mercenaries and would-be adventurers. Among these unspeakable denizens stalking Mordheim's inhospitable ruins roams the Headless One. A relentless killing machine, tall, dark and headless! His true origin remains a mystery, though it is known that he wreaks horrible vengeance upon those whom foolishly cross his path, lopping heads off interlopers to satisfy his own dark needs.

TERRAIN

Each player alternates placing one piece of terrain, either a ruined building, tower or similar construction. Terrain should be placed within a 4'x4' set up area.

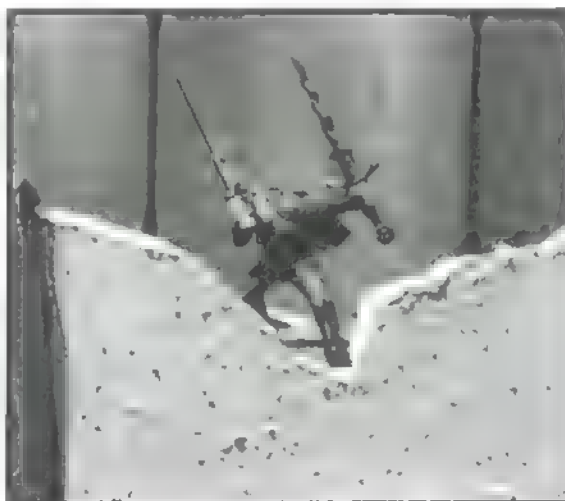
SCENARIO SPECIAL RULES

Once terrain is placed, players should take turns placing skull counters in the play area. These counters can be coins, ripped pieces of paper or actual skull models (plastic skulls from the Skeleton regiment boxed set are ideal). Each player places six skull counters anywhere on the table, though no counter may be within 6" of another counter and all counters must be at least 10" away from any table edge. During game play, models may pick up any skull counter they are in base contact with at the end of their movement phase and as long as they are not involved in hand-to-hand combat

As soon as a model picks up a skull counter roll 2D6 on the following table:

- 2-3** Exploding Skull, the model suffers a S3 hit on the D6 roll of 4, 5 or 6.

- 4-5** Laughing Skull, the model must take an immediate Ld test. If the test fails the model must flee just as if he had failed an "All alone test". Models immune to fear do not have to take this test.
- 6-8** Ordinary Skull, the skull is simply one of many that rest in the ruins of Mordheim. No game effect.
- 9-10** Animated Skull Face, the model suffers a single S4 hit as the skull gnashes its teeth, biting frantically.
- 11-12** Skull of the Headless One, the model has found the true skull of the Headless One. All other skull counters are removed from the table. If the Headless One is in play, the model bearing his skull may take full control of the Headless One and he counts as a member of the respective warband in regards to the controlling player. If the Headless is not on the table, the player will gain control of the Headless One as soon as he arrives



The Headless One, ready to get chopping!



Man or rat, he cares not whose head he takes!

At the end of the first turn, the Headless One model should be placed in the centre of the table. Each player rolls a D6 and the player who rolls the highest may control the Headless One in their next turn and may move and fight with the model as though it were their own. At the end of every subsequent round the players roll another D6 with the player who rolled the highest taking control of the Headless One in their following turn.

Once the Headless One's skull is found, the warband possessing the skull takes full control of the Headless one until his opponent can capture the Skull. If the model carrying the skull is knocked down, stunned or taken out of action, the skull is dropped and placed next to the model or at the model's last position if taken out of action. Other models may pick up the skull as described above, taking control of the Headless one.



The Headless One

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	6	0	5	4	2	5	3	10

Equipment: 2 enormous swords.

Skills: Acrobat, Lighting Reflexes, Step Aside, Expert Swordsman, Fearsome.

SPECIAL RULES

Beheading

When the Headless One rolls a natural 6 when rolling on the Injury table, roll an additional D6. On the result of another 6 his victim is decapitated and is quite dead.

Regenerate

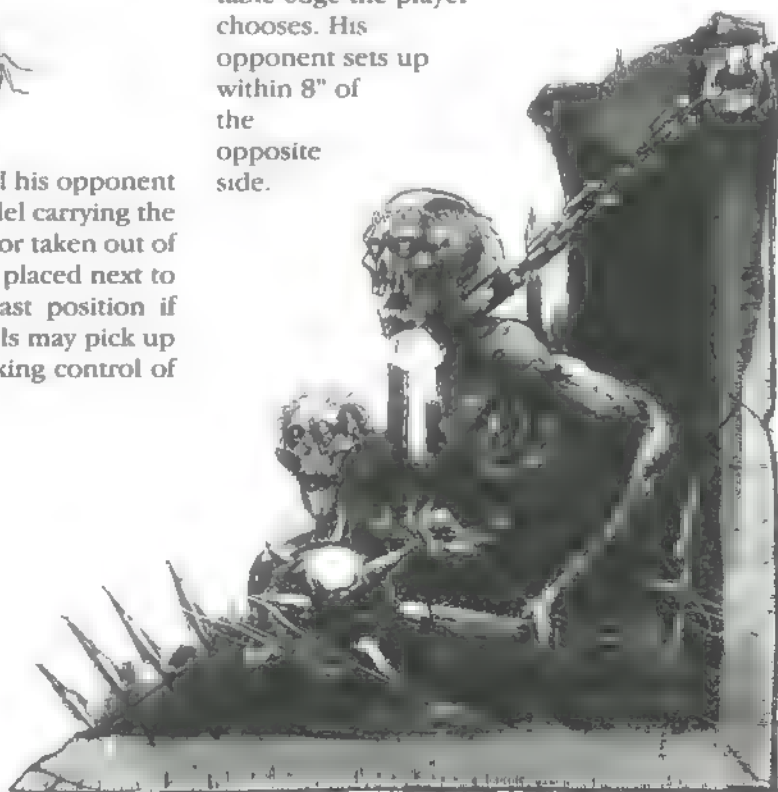
When the Headless one is taken out of action, roll a D6 at the start of each turn. On the result of a 5 or 6 the Headless One is fully regenerated with his full quota of wounds.

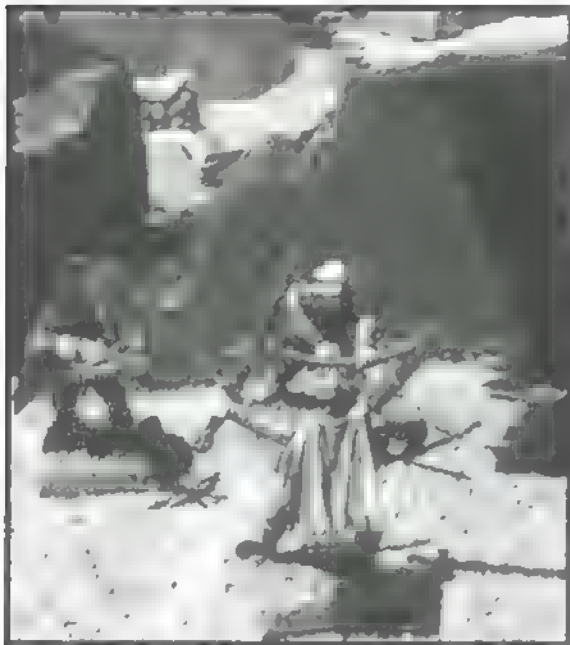
Undead

The Headless One is no longer among the living, forever damned in a state of undeath. He is immune to all psychology and all poison-based attacks.

WARBAND SET~UP

Both players roll a D6. Whoever rolls the highest decides which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side.





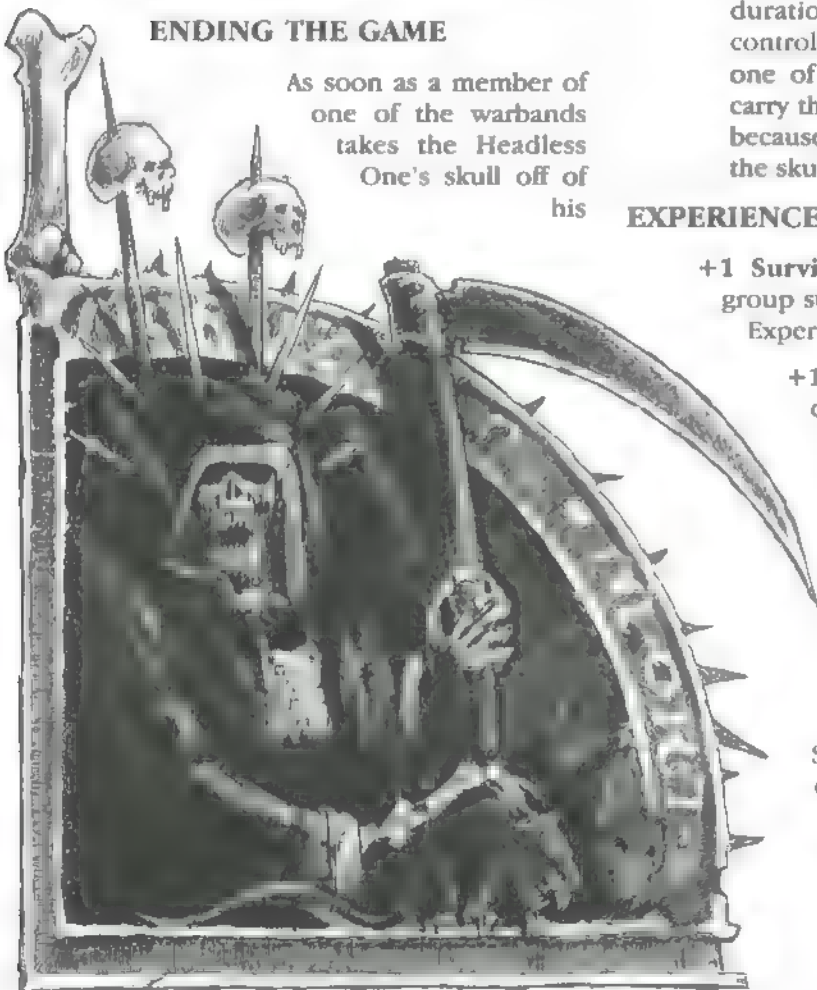
If he hasn't got one, nobody is going to have one!

STARTING THE GAME

Both players roll a D6. The player who rolls the highest may choose to go first or second.

ENDING THE GAME

As soon as a member of one of the warbands takes the Headless One's skull off of his



opposite table edge, or a warband fails a rout test, the game ends.



CAMPAIGN

If playing in a campaign, a warband that captures the Skull of the Headless One (by moving it off the table) may keep it and attempt to use it to summon the Headless One at the start of any subsequent game. Roll a D6 on the following table:

- | | |
|-----|--|
| 1 | The Skull of the Headless One has been misplaced, the warband loses the skull and may no longer attempt to summon the Headless One unless they find the Skull by replaying this scenario. |
| 2-5 | Ignored. The Headless One does not appear. |
| 6 | The Headless One appears increasing the warbands rating by +125 points. He may fight with the warband for the duration of the game. The player controlling the Headless must appoint one of his Heroes or Henchmen to carry the skull to battle, which is risky because an enemy model may capture the skull as described earlier. |

EXPERIENCE

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

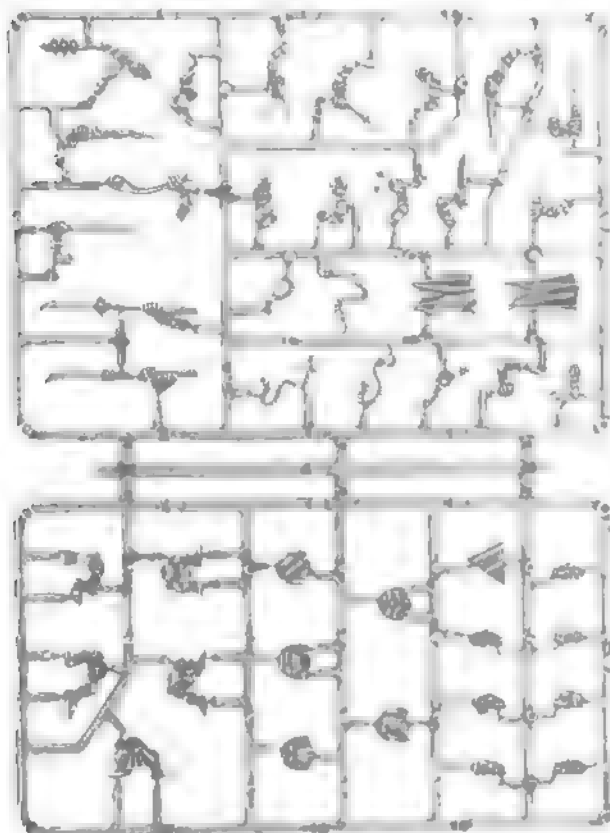
+1 Winning Leader. The leader of the winning warband gains +1 experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

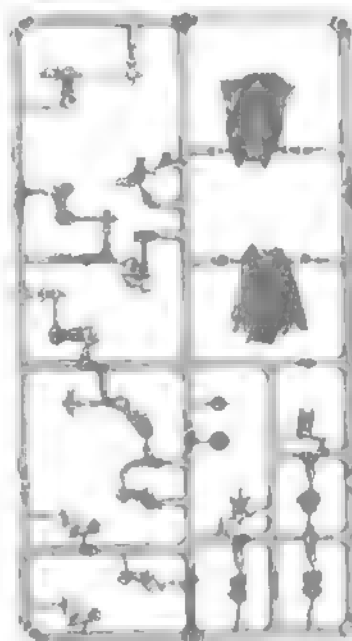
+2 Headless One's Skull. The model that carries the Headless One's Skull off the opposite table edge earns +2 experience.

+2 Slaying the Headless One. Any Hero earns +2 Experience for placing the Headless One out of action.

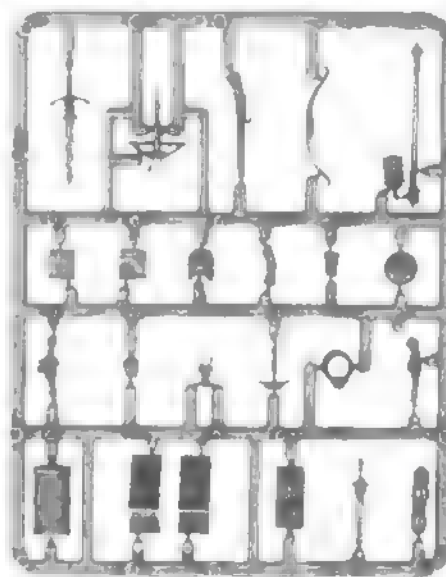
You can make your own "Headless One" using the sprues below. The sprues also contain loads of useful bits you can use to personalise your Warband. We also found that the old Empire Amethyst wizard makes a great Priest of Morr.



MORDHEIM HUMAN SPRUE
(SHOWN AT 50% OF ACTUAL SIZE)
99381102001 - £6.00



MORDHEIM MIDDENHEIMER ACCESSORY SPRUE
(SHOWN AT 50% OF ACTUAL SIZE)
99381102002 - £2.00



MORDHEIM EQUIPMENT SPRUE
(SHOWN AT 50% OF ACTUAL SIZE)
99391199001 - £3.00

Priest of Morr



AMETHYST WIZARD - £3
73791/9

Arcane Architect

Modelling buildings for Mordheim made simple by ANDY JUDSON

Andy has come up with a fast and effective method of mass producing buildings for his Mordheim games. To make these buildings you will need:

- Cork floor tiles (unvarnished)
- Balsa wood
- Card (cereal-box thickness – have the plain side facing out)
- Glue
- Paints. Black, browns (bestial brown to bone), grey + others
- Spare parts (shield bosses, gargoyles etc)
- Base material. Thick card, hardboard etc.

CONSTRUCTION

While you need to have some idea of the way you want your building to look, I've found it

best not to plan it too thoroughly. This is because you don't really want them to look too tidy, which is what can happen if they are planned out in detail. In particular this means the collapsed walls and floors.

To start with, you need to make a base for the building. Hardboard is probably best if you can find any that's not warped – the way they stack it at the local DIY store means they are mostly bent – or failing that, you can use mounting card, MDF, or whatever you want. After that, you need to start building the walls. I made my walls about 2" high per floor, cut out of cork, but looking back I think they would have been better a bit taller as some of the models, mainly those with greatswords or halberds, have trouble fitting under them. As most of the floors on my buildings are at different sizes and

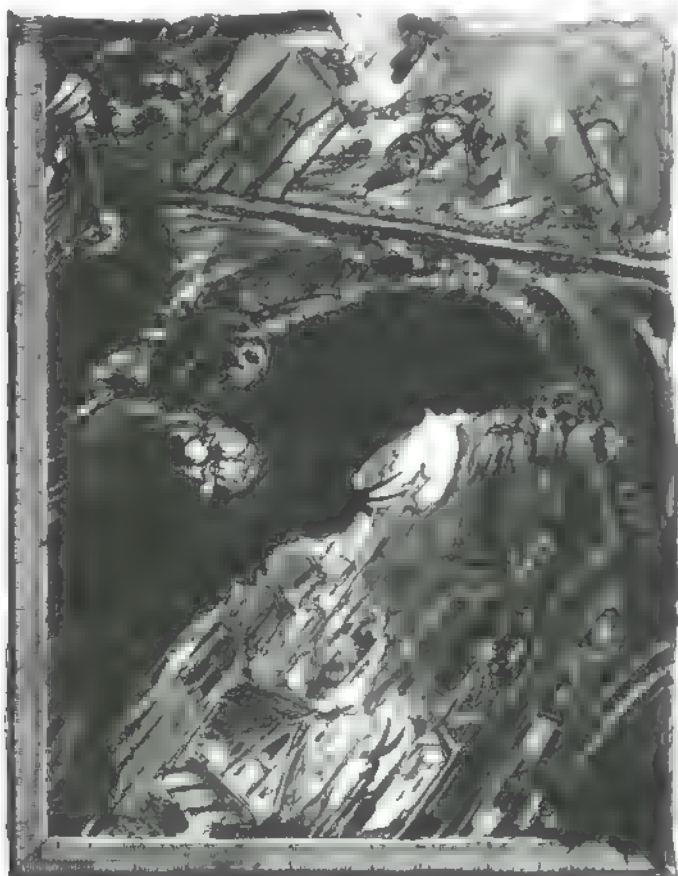
angles to each other, I made each floor separately, starting from the ground floor (or the first floor if you're from across the pond). It is most practical to make each floor more solid (i.e. less ruined) than the one above it, as the building will be more stable

STEP-BY-STEP GUIDE TO MAKING THE WALLS

1. Cut out rectangles of cork tile just over 2" high (they can be different between buildings and floors, but make sure all the walls on the same floor are the same height), including any doors or windows. Cut out a floor for the walls to stick to, obviously the same length/width as the walls are.

2. Once you have enough to make the sides of your building – usually four – glue them to the floor, or the base if you are making the ground floor.

3. After it has dried, 'collapse' sections of the walls, and possibly floor, by breaking off pieces with your fingers. Remember to bear in





mind any floors that you plan to put on top.

4. Continue to make floors and walls, slightly larger and more ruined than the one below and glue them onto the one below, until you are satisfied with the height. If you plan to have part of the roof intact, make a gable (triangle) on up to two of the top floor walls. This can be as crumbled as you like, depending on how much roof you want.

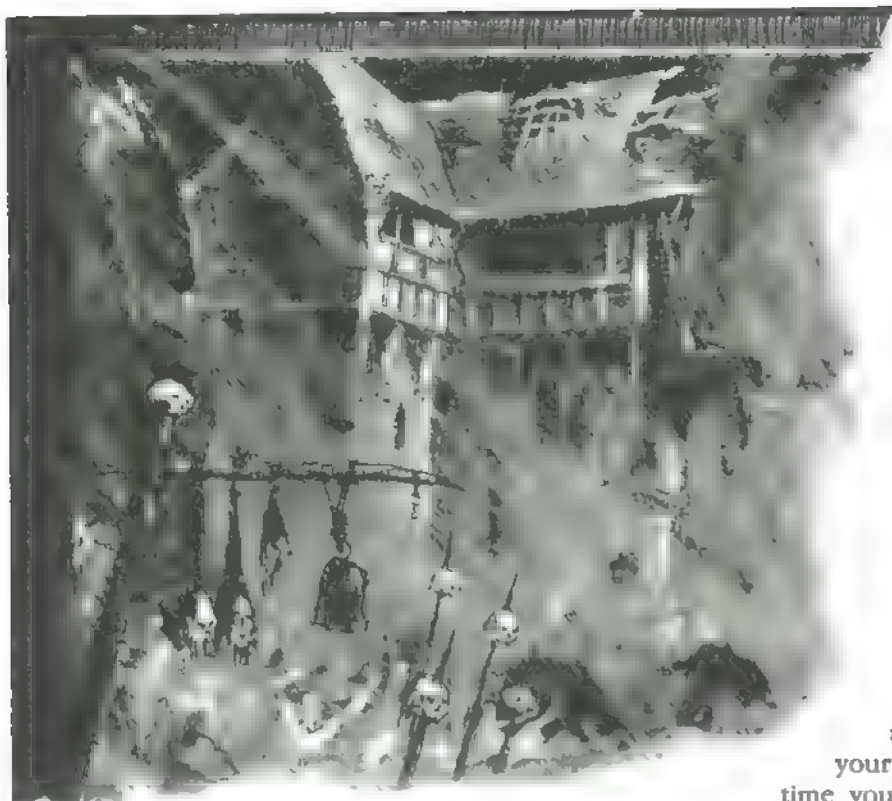
ADDING DETAILS

While the structure of the building is complete, and can be painted, there are extra details, which can be added. If you don't want to use these, just go straight on to painting it. After making the building, you can then add timber framing to it and decorate it with gargoyles if you wish. The frames are cut out of balsa wood into 1cm strips and placed at strategic places on the walls e.g. door/window frames, along wall edges. The trick with this is to get the frame to look old and warped without looking like it's been boded together randomly. I haven't discovered a way to explain how to do this yet, so the best I can suggest is to try laying the strips on a wall first to see how it looks before gluing them. Gargoyles, shield bosses, skulls and other things can be put wherever there seems to be a need for them, and can be obtained from the sprues in the game, or from Warhammer regiment boxes. For example I have a large Undead army, so I have used a lot of spare bosses from the skeleton shields as

gargoyles. Any would do though – Empire and Skaven especially

If the building has a roof, it can be made from an appropriate shape of card stuck onto the top of the house. If you want you can add timber frames from balsa wood, and individual card roof tiles for extra detail





got handy and paint it over the base, and stick bits of fallen wall (cork) to it if you want. When it has dried, paint the base black, drybrush it grey, and then snakebite leather. Be as untidy as you like with the brown as the buildings are supposed to be dirty.

There you go then, how to make Mordheim buildings Andy Judson style. They can be as simple or as complicated as you want, and as always the only limit is your imagination and the time you can put into making

them. I have often been told that I have far too much time on my hands, and maybe that's true, but I'm not complaining! Admittedly, the fully detailed buildings can take a while, but if you get into a rhythm and have a system of doing things they go a lot faster

PAINTING THE BUILDING

Undercoat the models black. You can spray them if you want, but you inevitably spend ages painting over where it has missed, and the size of the model means that a can doesn't last very long at all. I painted the walls bestial brown, roughly highlighting the middle of the sections through snakebite leather, bubonic brown and bleached bone. The untidier you want to be with the highlighting the better. I painted some of the inside walls this way, but others were painted grey, green, red and pretty much any other colour, but all washed out and faded. After painting the walls, I really dirtied them up with brown wash and scab red splattered over them and washed into the corners. I also daubed some symbols and other writing – twin comets, chaos stars and pentagrams among others – on the walls and floor in a mixture of brown wash and red. The timber frames I painted black or dark brown and the roof tiles dark grey. The gargoyles were either carved into the woodwork and therefore black, or were painted bronze.

BASING THE MODEL

I've based my buildings in a similar way to Nick Davis in the White Dwarf Mordheim articles, but I will recap here. Cut out small squares of card and stick them to the base. Make a mixture of PVA, flock, sand, and anything else you've



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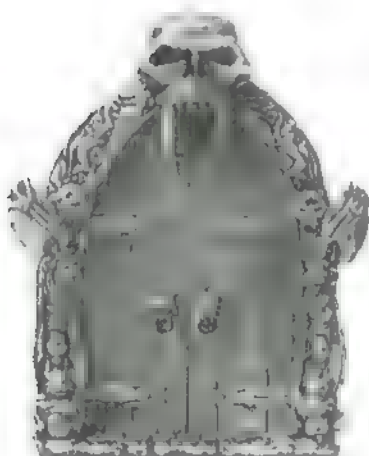
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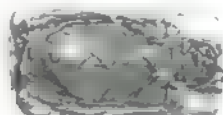
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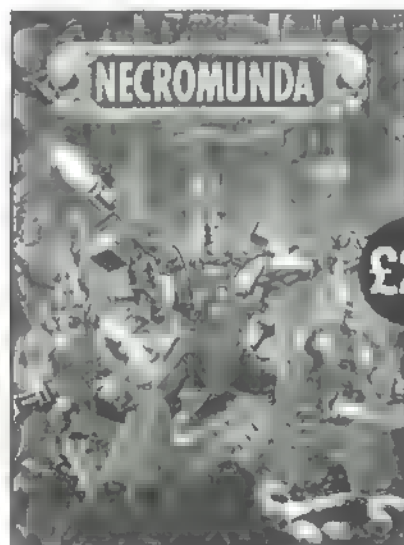
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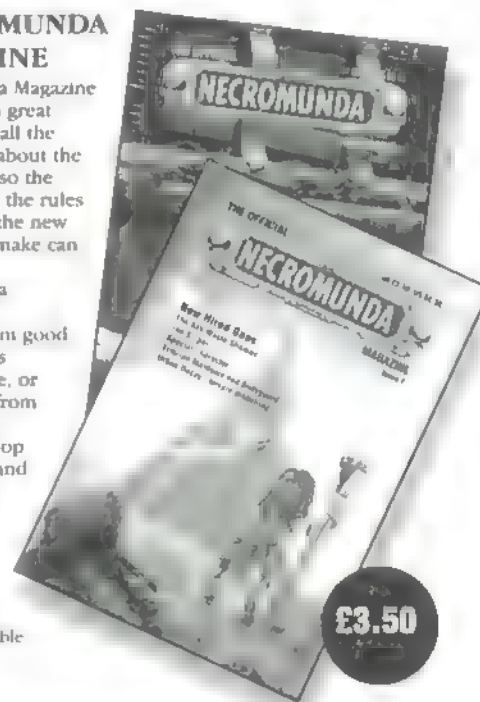
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Errata

Mordheim Rule book (English, 1st Printing)

p.42 "Strike First" rule. Add: "If the model is armed with a spear and another weapon, resolve any strikes with the other weapon according to when it would normally strike."

p.46 under Crossbow Pistol "Shoot in hand-to-hand combat" rule. Add, "This bonus attack is in addition to any close combat weapon attacks."

pp.47 & 48 "Hand-to-Hand" rule. Add: "These attacks are resolved with a model's weapon skill like any normal close combat attack and likewise may be parried."

p.48 "Accuracy" rule. Change the last sentence to read: "All shots and close combat attacks from a duelling pistol have a +1 bonus to hit."

p.52 "Bugman's Ale". Add: "There is only enough ale to supply the warband for one battle."

p.53 "Tome of Magic". Add: "The benefits from each tome of Magic apply to only one model"

p.53 "Animals". Change: "Only Humans can buy horses and warhorses." to: "Only Humans can buy or use horses and warhorses."

p.57 "Hearts of Steel". Add: "The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, i.e. the maximum bonus to Rout Tests remains +1."

p.58 "Spell of Awakening". Add: "The new Zombie follows all the normal Zombie rules (immune to poison, causes fear) except for retaining his profile, weapons and armour."

p.65 "Calculate the Warband Rating". Delete the reference to "Ogres" since they are Hired Swords and add to the warband rating based on their description, not this general rule.

p.69 The entry for marksmen should read: "Your warband may include no more than seven Marksmen." in line with p.71.

p.91 The cost for a Blowpipe should be 25gc, in line with p.92.

p.93 The entry on the skill chart for "Warlock Engineer" should read "Eshin Sorcerer".

p.121 "The lad's got talent" entry in the Henchmen advance table. Replace the last sentence with: "The remaining members of the henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12."

p.121 Add the following missing maximum characteristic profiles:

	M	WS	BS	S	T	W	I	A	Ld
Ogre	5	6	5	5	5	5	6	5	9
	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	5	7	3	3	3	8	4	10

p.134 2nd paragraph. Replace the sentence: "If you won your last game, you may re-roll any one dice but you must accept the second result." with: "If you won your last game, you may roll one extra dice."



p.155 "Hire Fee". Add: "A request for Bertha to aid the warband must be made for each battle you wish her to help the warband."

p.163 Add: "Armour may be purchased for a warhorse, called barding (refer to the Trading chart). It adds a further +1 bonus to the model's armour save, but subtracts one from his movement. A normal horse may not wear barding. A barded warhorse is only killed on a serious injury roll of "1" if the model goes out of action."

Opulent Goods

New miscellaneous equipment

Hammer of Witches: To allow for other enemies of Sigmar, add Beastmen, Chaos, Daemons, Orcs and Goblins to the list of warbands and models hated.

Wyrdstone Pendulum: Add "This dice may not be re-rolled"

Toughened Leathers: Add "Even though Toughened Leathers are purchased as miscellaneous equipment and need not be listed on a Hero's starting armour list to be taken, they are still armour and prevent spell casting.

Dwarf Treasure Hunters

The entry under the Dwarf Engineer only says he may be armed with weapons from the Dwarf Thunderer list - it says nothing about armour at all. Assuming this is an omission, change it to read: "...may be equipped with weapons and armour from the Dwarf Thunderer equipment list."

In the example warband, the Dwarf Noble has Leadership 10, not 9. The warband adds up to 494gc, so have 6gc left, not 1gc

Da Nob Roolz

Orc & Goblin warband.

Orc Equipment list. Delete the lines with Dwarf Axe and the second Sword reference, and replace with "Club...3gc".

Goblin Equipment list: Add a Miscellaneous Equipment section:

Squig Prodder...15gc

Mad Cap Mushrooms...25gc

Ball & Chain...15gc

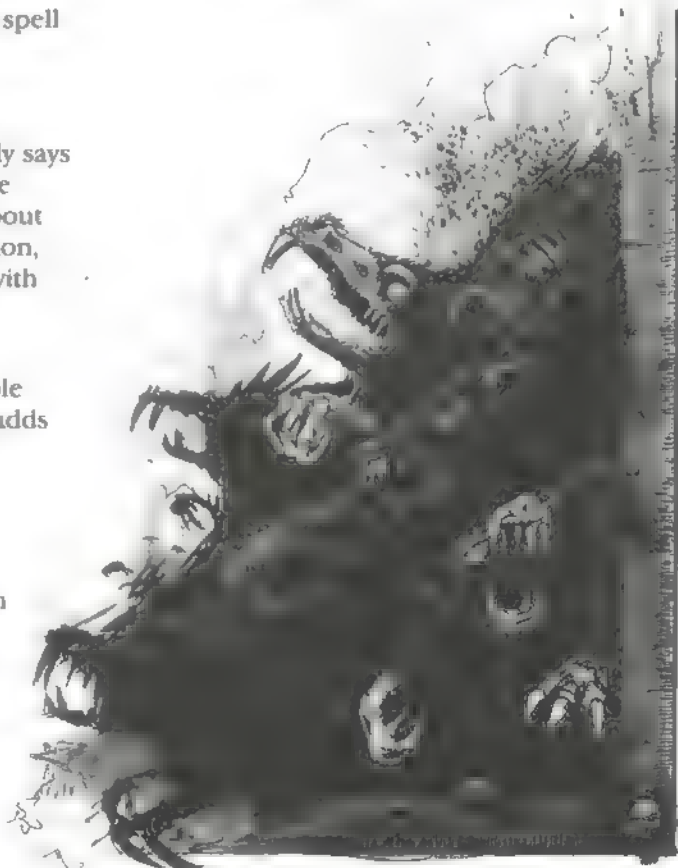
"Led'z go" spell: Add "The effects last until the caster has been knocked down, stunned or taken out of action."

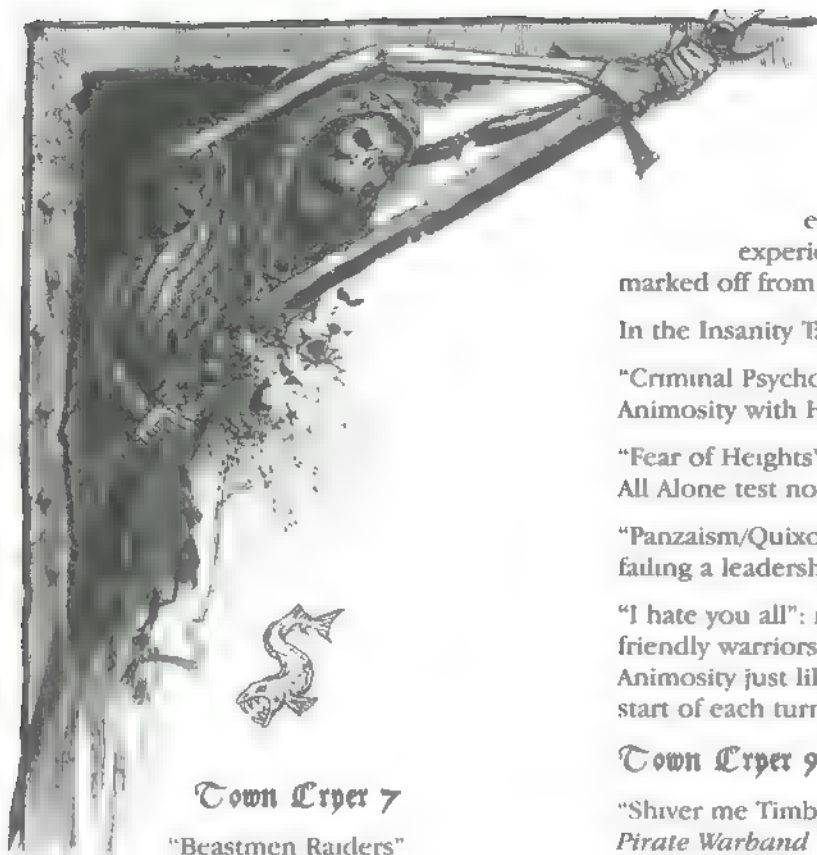
The example warband write up costs 497gc, not 500gc. Possibly the cave squigs were costed at 15gc each.

Show me the Money

New Hired Swords

Add Greenskins to the list of warbands that will not hire the Assassin. Perhaps add something to indicate whom he might not work for in terms of future expansion warbands. He is not that discriminating, since he will work for Undead or Possessed.





Town Exper 7

"Beastmen Raiders"
Beastman warband

Change the price of swords and spears in the equipment lists to 10gc each.

Racial maximum profile for Ungors.

	M	WS	BS	S	T	W	I	A	Ld
Ungor	4	6	5	4	5	3	6	4	8

Add "Immune to all alone tests" under the Fearless skill

Town Exper 8

"Bretonnian Warbands"
Bretonnian warband

The cost and rarity of Bretonnian barding differs radically from that listed on the trading chart. This is special Bretonnian blessed horse armour not normally available except to Bretonnian knights. So change the cost of Bretonnian swords from 5gc to 10gc. Add to the Knight's Equipment list: "Axe...5gc".

The Bretonnian Special Skills list has the further line "Bretonnian Questing Knights may use the following skills..." Since all of the skills are Knight's Virtues, references to any Hero being able to take them should be deleted and the list redefined as "Knight Virtues".

"At the Mouth of Madness"
Rules for Insanity

Under "Going Insane" replace the sentence:

"For each hero the normal experience track is used" with: "For each hero the normal experience track is used, but marked off from the opposite end."

In the Insanity Table:

"Criminal Psychosis": replace the reference to Animosity with Hatred.

"Fear of Heights": the warrior must make an All Alone test not a Fear test.

"Panzaism/Quixotism": delete the reference to failing a leadership test for Frenzy

"I hate you all": replace: "...and Animosity to friendly warriors" with: "...and must roll for Animosity just like an Orc henchman at the start of each turn"

Town Exper 9

"Shiver me Timbers!"
Pirate Warband

"Kidnapped!": Delete the reference to being captured on a serious injury roll of 62, that is a result of 'Hardened'.

The Pirate Captain should have an Initiative of 4 and not 3

Change the cost of Cat O' Nine Tails on the price chart to 8gc, the same as on p.36.

Toughened Leathers should cost Pirates 5gc and not 7gc.

The cost for a Spy Glass should be 20gc and not 206gc! It's obviously a typo.



Town Exper 10

"Sons of Nagarythe"
High Elf Shadow Warriors

To the skill 'Powerful Build' add - There may never be more than two Elves with this skill in the warband at any one time

The Shadow Weaver is far too cheap for his abilities as a spell caster and we have decided to increase his cost from 45gcs to 55gcs.

Q & A

Q. Can spells be cast on a model out of line of sight to the caster or which are hidden? What about spells which simply affect all models within a certain radius of the caster?

A. *Spells cannot be targeted at models which are out of sight. However, models which are out of sight may still be affected by spells with an area effect provided another model is targeted and they fall within the spells' radius*



Q. Should hidden models and models out of sight of the firer be able to be hit by a blunderbuss?

A. *No.*

Q. Does the "Eagle Eye" skill increase the range of a blunderbuss?

This seems silly, since the weapon is not affected by ballistic skill.

A. *No*

Q. On the other hand, does the Dwarf Engineer increase the range of any blunderbusses in his warband? This makes more sense, since it is the weapon being improved.

A. *Yes.*

Q. The "Master Map" result of the Mordheim Map item gives a permanent re-roll in exploration, but unlike the other results does not say, "the re-roll may not be re-rolled". Is this a deliberate exception to the normal convention that a re-roll may not be re-rolled, or an omission?

A. *You may never re-roll a re-roll under any circumstances.*

Q. The Wyrdstone Pendulum item from the Opulent Goods article also does not mention a restriction on re-rolling re-rolls. Should this be the case?

A. *See above.*

Q. It is unclear from the "Shoot in hand-to-hand combat" rule for crossbow pistols if a model needs a free hand to use the pistol. In other words, does a model equipped with two hand weapons and a crossbow pistol who has an attacks characteristic of 1 make two, or three attacks in the first round of combat? If the former, may the crossbow pistol be put away and the other hand weapon drawn in later rounds?

A. *See errata.*

Q. Does a helmet count as armour for preventing spell casting?

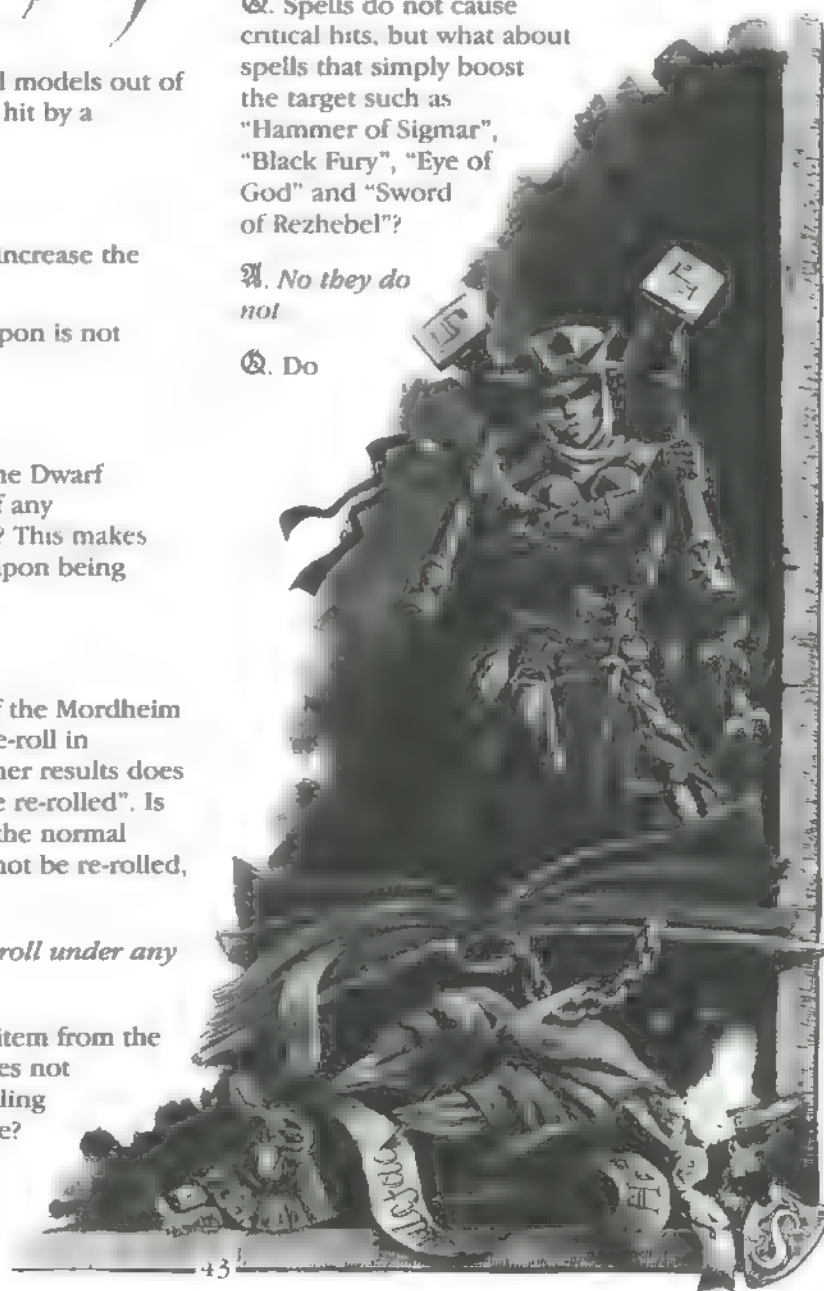
Shields and bucklers are listed separately as doing so, but not helmets.

A. *Yes they are armour.*

Q. Spells do not cause critical hits, but what about spells that simply boost the target such as "Hammer of Sigmar", "Black Fury", "Eye of God" and "Sword of Rezhebel"?

A. *No they do not*

Q. Do



Q. Do spells (and prayers) that create a magical weapon allow the use of an additional hand weapon, buckler or shield in the other hand? Is it possible to cast such a spell twice to get an additional magical weapon?

A. *You may combine an additional weapon with a magical weapon created by a spell but may not create two magical weapons at once*

Q. Should Possessed Warriors count as large creatures for the purpose of warband rating? We have noticed that Possessed warbands can end up with quite low warband ratings for their power level.

A. *No.*

Q. I have noticed in the Town Cryers that you haven't printed any maximum racial characteristics for Shadow Elves or Lizardmen, what should we use?

A. *Shadow Elves is simple – just use the Elven racial characteristic from page 121 of the rule book. Lizardmen, now that was an oversight so here you go:*

	M	WS	BS	S	T	W	I	A	LD
Skinks	6	5	6	4	3	3	7	4	8

	M	WS	BS	S	T	W	I	A	LD
Saurus	4	6	0	5	5	3	4	4+1	10

Q. All Shadow Elves have the Excellent Sight ability that means the range at which they can detect hidden models is equal to twice their Initiative. However the skill 'See in Shadows' doubles the range at which the warrior may detect hidden models. If taken literally, this means all models within (Initiative x 4") of the warrior cannot hide; a 24" radius for a starting Elf Hero, possibly more for an experienced one. Is this intentional?

A. *The second part of the See in Shadows skill is an oversight and should be ignored. They may not quadruple their Initiative.*

Q. For Shadow Elves The Standard of Nagarythe does not make sense. It symbolises the warband as a military unit yet it may still purchase a standard at any point even when they are far away from their homeland, is this fair?

A. *No, it should state that the Standard may only be purchased when the warband is created*

Q. For Shadow Elves Elven Wine is unclear, can this be used before every battle or is it a one use item only?

A. *Elven Wine should be stated as being one use only.*

Q. The Sniper special skill for Elves is a bit cheesy, as they can remain hidden whilst shooting at the enemy is that fair.

A. *On second thoughts we have amended this skill as power players may just get this for all of their warband and hide and shoot which does make for a very dull game. Therefore we have added this rule – if the sniper's target is not taken out of action he is allowed an immediate Initiative test as are anyone within 2" of him and if successful they spot the sniper and he loses his ability to remain Hidden.*



So there you have it. If you need to know anymore then write to:

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Remember that if you goad to war in Mordheim the streets are littered with the corpses of proud men.

Until next time.



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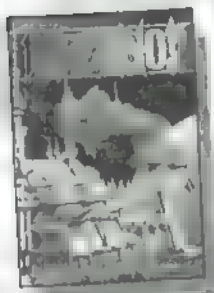
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*Johann the Knife*

Mordheim Ruins

By Andy Judson (see page 34)



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A plucky Halfling scout hiding away in the dense Lustrian jungle.



A wicked Dark Elf Sorceress plundering the secrets of the Old Ones in Lustria.

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Problem with daisy-pickin', pointy eared gits?
Found a critter with claws longer than yer arms?
Here's the solution. Comes in one size – short!
I can break anything if'n it don't break me first.



KURGAN BROKEN AXE

40gs a day.

Seek at Prath's Tattoos & Scars



NEED A THROAT CUTTING?

Need a head to be severed?
Or some food poisoned?



D'orn Soulmangler
Assassin

Contact at the Twisted Goat Inn

*'Mess with the best
Be sliced with the rest...'*

FREE FUNERALS

Are all your friends dead?

A Necromancer living next door?

Put them all to rest.

Call in the Priests of Morr

At a graveyard near you

OBITUARIES

Grunch 'Sniffnose' Blackmane,
found under a pile of rubble while
still holding his pickaxe

Dietrich Lagnase, died of a heart
attack after visiting Voluptuous
Henrietta.

Frieda 'Fingers' Henrichs ended
up as an Ogre's meal when she
attempted to lighten his purse.

Karl Gustavson, found pierced by
a pole in a very uncomfortable
manner.

Crazed Dwarf Guttri, slain by a
Troll. We were gutted... although
not as much as he was.

Hired Swords Required

The expert services of a number of
confident, skilled mercenaries is
required by Johann Von Bleistift, 3rd
Graf, for investigative work at the old
Bluttraum Manor in the old Merchant
district of Mordheim. A full investi-
gation of the lower catacombs will be
required along with a full report on
the findings.

Contact should be made with a ser-
vant of his Excellency at Madame
Henrietta's bawding house.



Those Employed by the Graf will
be handsomely rewarded

LOST! LOST!

One Rat Ogre – white pelt, doughy
red eyes, answers to the name
'Trixie'. Last seen pummelling a
fishmonger in Red Skull Square

Reward for information that leads
to the recovery of this beloved pet.

Contact Snikkit at the sewer grate
at the sign of the Newt's Tongue

For Sale

BUGMANS XXXXX

No reasonable offer refused
Only used once

Contact Ulthar Vastbelly
The gutter behind the Rotten
Kidney inn.

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Donato Ranzato



Snotling seekz employment. Can
do lotz of fingz, includin' eatin'
sleepin' an' talkin'. Will work
fer too gold bitz orr many
shiny bitz. I also singz and will
provide own mushrooms.

Fynd Squeeky at da old
dungheap.



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